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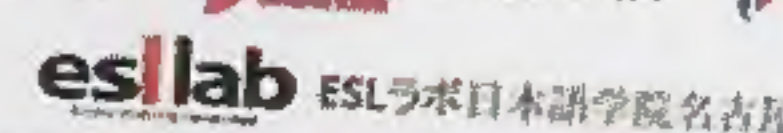
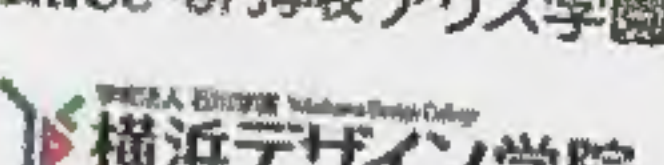
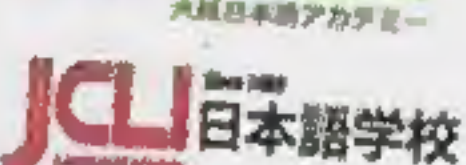
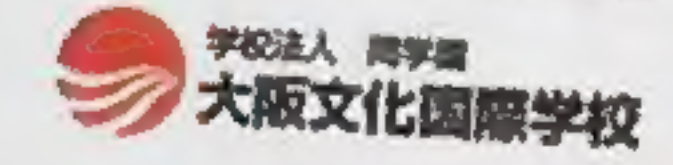
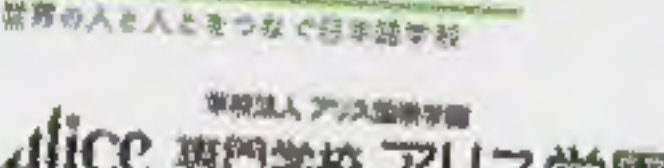
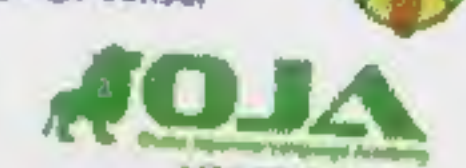
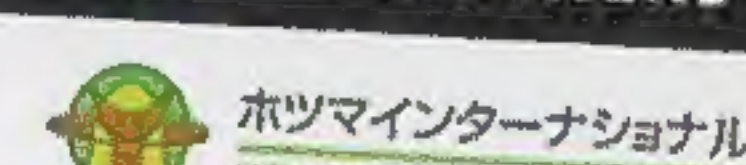
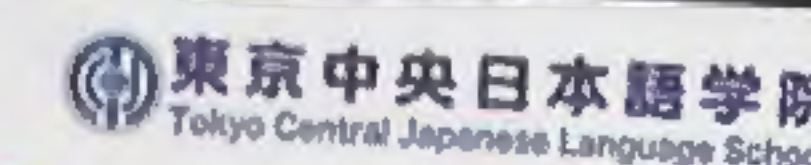
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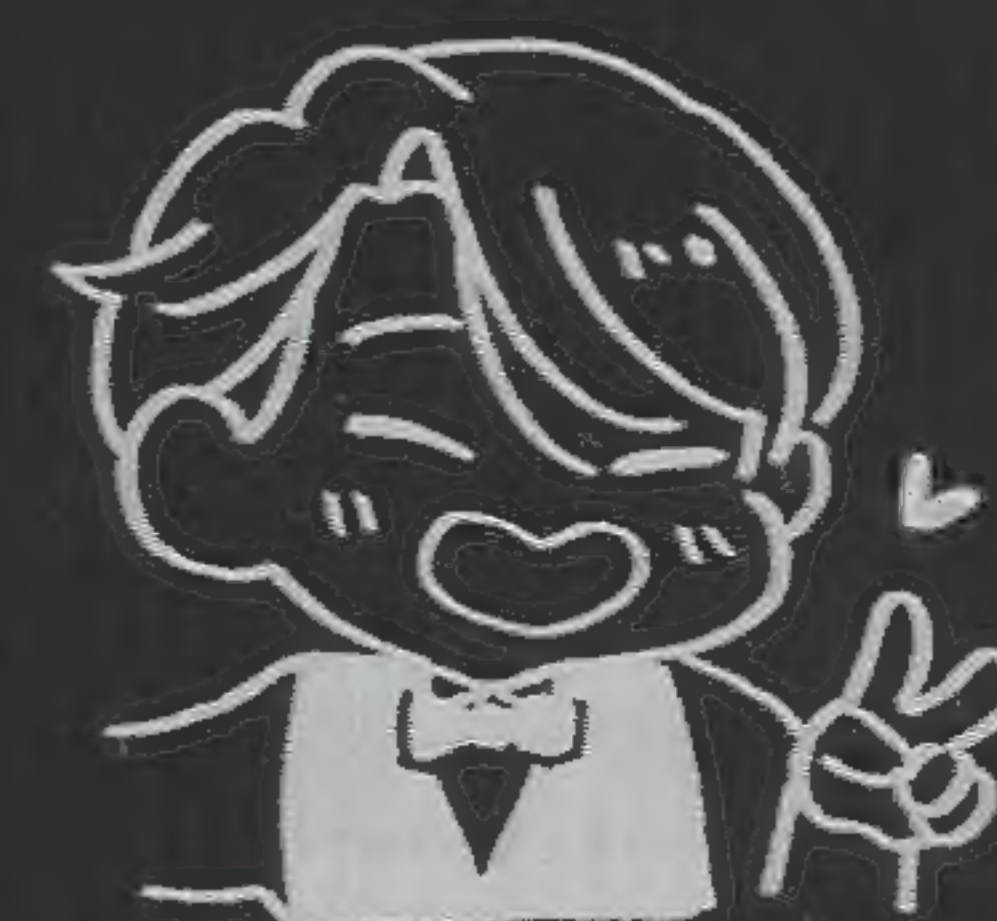
SESSION PRIMO 09:45 AM - 11:15 AM
AUCTION: OTABEK, YURIO, JJ, CHRIS

SESSION SECONDO 12:00 NN - 01:30 PM
AUCTION: EMIL, MICKEY, GEORGI, MINAMI

SESSION TERZO 02:15 PM - 03:45 PM
AUCTION: LEO, GUANG HONG, PHICHIT, SEUNG GIL

SESSION QUARTO 04:30 PM - 06:00 PM
AUCTION: VICTOR, YUURI, SPECIAL GUEST

THE EXHIBITORS HALL
WILL OPEN AT 10:00 AM



This month's issue has been through a lot of changes. But yes, we are here at last and the magazine is HERE. Thank you all!!

Touken Ranbu has been very popular right from the start and while the anime (Hanamaru and Katsugeki) were released long after the hype, it's still some damn good anime with ufotable at its helm. Another anime we have for you is Kakegurui, one that even my brother eagerly watched! You'll find that this season's anime is really worth your time~

As a manga issue, we feature especially the works of the workshop attendees of the Manga Hokusai Manga exhibit! Congratulations to the chosen ones! We hope to see their own manga works soon~ -Kent



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YAOI EXPO 2018
Bayanihan Center, Metro Manila
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**Ricchan
Eliscupides**

Hello, OA! Your magazine is truly amazing! You definitely deserved all the glory you received. Anyways, hoping to hear you reviews about these following awesome animes: My Hero Academia Season 2, Attack on Titan Season 2, Blue Exorcist Season 2, and Youjo Senki.

You guys seriously nailed every issue. Kanpai!

- Claire Galeos



**Gwen Sarmiento
Timoteo**

Hi Otaku Asia . Gusto ko lang sabihin na ang gaganda ng magazine nyo. Lagi ko inaaabangan ang bawat issue niyo. I hope na marami pa kayong magawa . Thank you

- Gabriel Labadan



Konnichiwa, Otaku Asia~!
Camille Jaye is my name.
How are you all doing? First of all, I really really love your magazine but I only recently bought your magazine featuring Love Live! Sunshine. I love how you made Yosh- I mean Yohane as the cover~ Love Live! School Idol Project and Love Live! Sunshine is my top 2 favorite anime.

I would also like to request if you could feature fripSide for J-Idol in your next issue. Shoutout to my fellow Love Livers out there! Especially to my special friends, Noreen, Paul, Patricia, Rizelle!

Keep up the hard work, Otaku Asia!

YOHANE, SHOUKAN!

Hi Otaku asia!!! I just want to say that I love your Magazines and features. I was hoping if you would feature GooseHouse which sung the Main song for Your Lie on April. Also, continue to create more Magazines. Ive already collected 4. I learned so much new anime and manga from you so thank you!!! I love you Otaku Asia!!!

-Andrea Claire



Karen Garcia Salangsang

Konichiwa Otaku Asia!
Its my first time to comment, I collect all your magazines and I love it. I love also all your qoutes in every anime & I rewrite in my notebook. I also want to request all the Yu-Gi-Oh seasons, because I read all your magazines & still you havent featured it. I wish I can review it in your next issue.
Tnx otaku asia I love you guys.

-Robin Cabalar

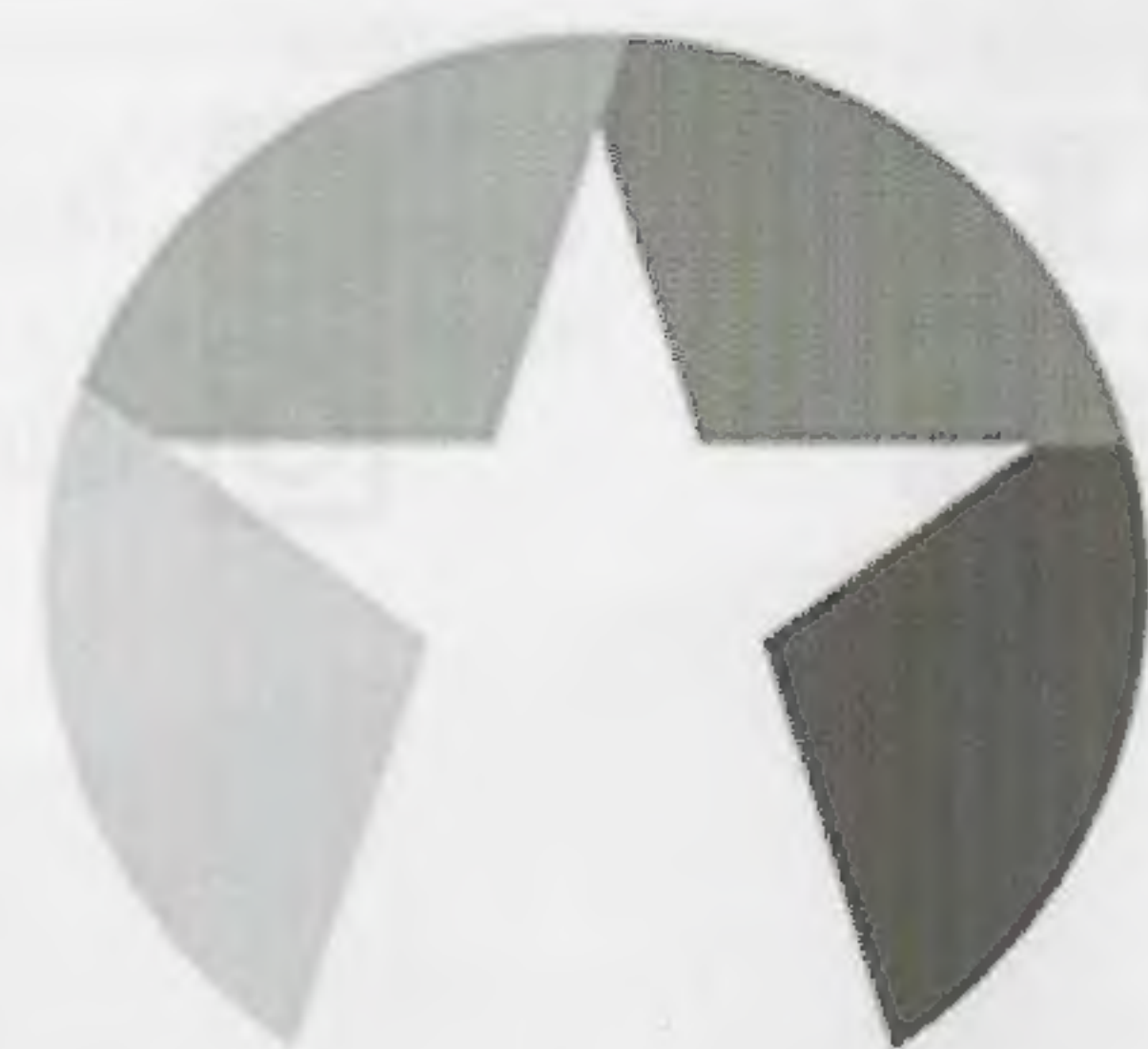
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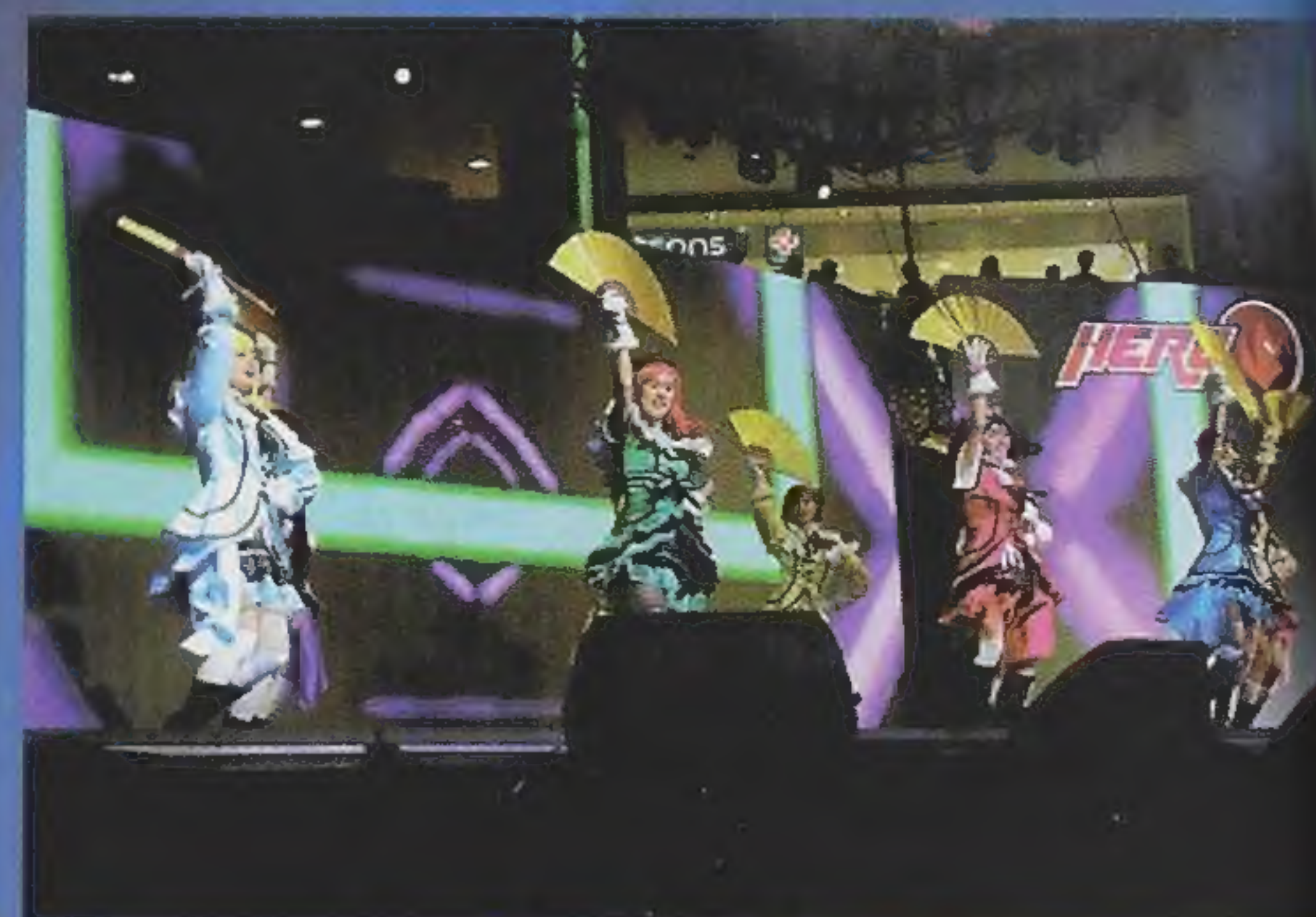
Hallohallo Entertainment Inc.

JAPAN-THEMED COMMERCIAL COMPLEX TO OPEN THIS YEAR IN GLORIETTA

article by: lizac 3.0

Hallohallo inc. collaborates with Mitsubishi Corp's JV company and Ayala Land to build a commercial complex with Japan as its theme. It is scheduled to open by the last quarter of 2017.

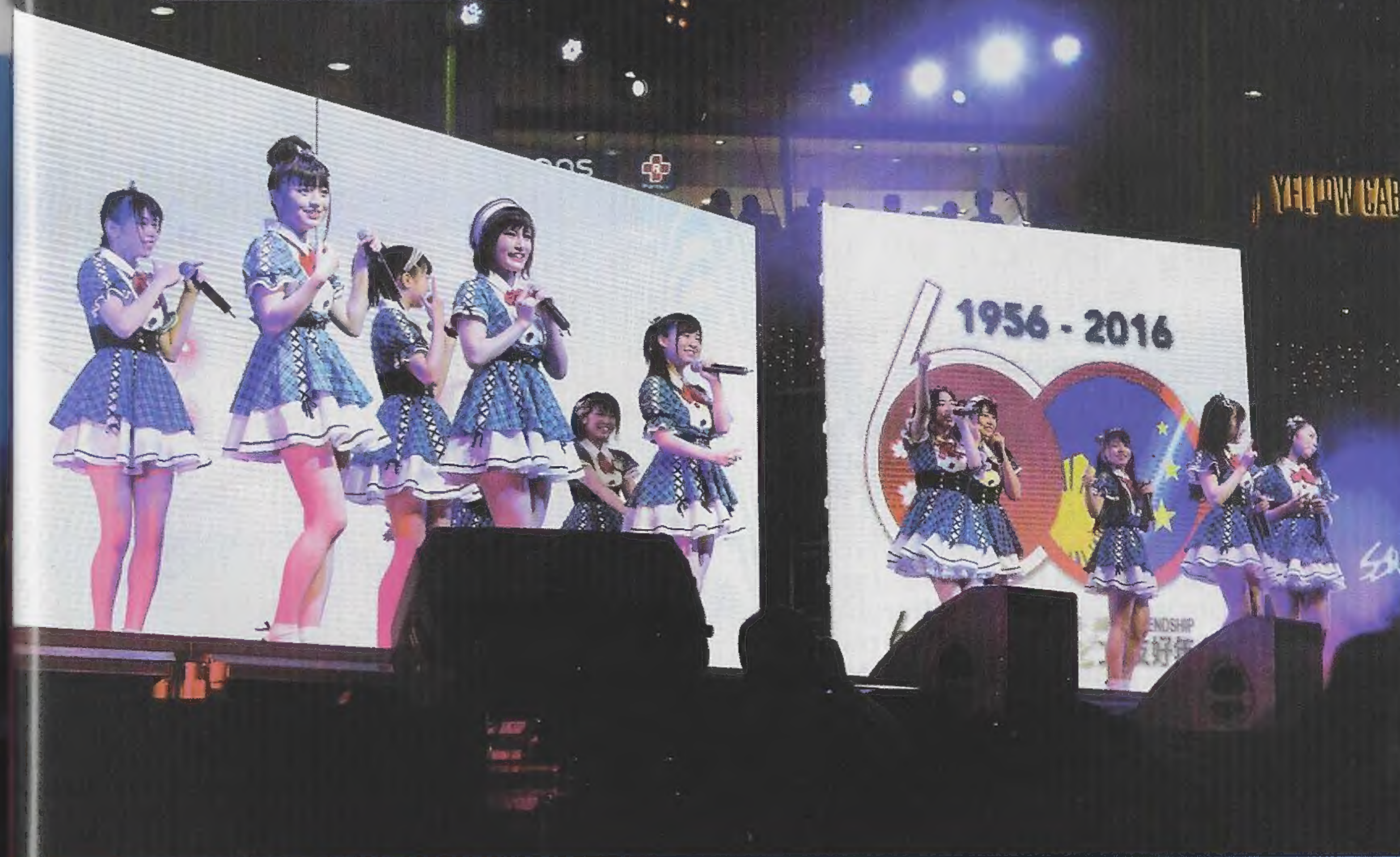
Over the past few years, the presence of Japanese culture in the Filipino community has grown significantly. From Japanese food, anime and cosplay conventions, to Japanese language schools, there has been a huge patronage and following from the people. The commercial complex aims to cater to fans of everything Japanese. It will serve as an entertainment, dining, and shopping area for people of all ages.



Mitsubishi Corp's JV company will provide the shop spaces, while Hallohallo Inc, together with digital creative firm teamLab, will work on the planning and designing of the commercial complex. They will also handle the acquisition of tenants from Japan to provide its target market with authentic Japanese products. Other chain of stores managed by Hallohallo Inc will be invited to rent spaces in the complex.



The entertainment hub of the commercial complex will comprise of two faces, Day and Night. By the day, there will be shows that cater to the whole family. For musical events at night, teamLab will handle the fusing of lights and sounds. MNL48, the sister group of AKB48 based in the Philippines, will perform in the complex twice a week. In the restaurant hub, people can enjoy authentic Japanese food and drinks.



This joint venture will be built on the rooftop of Glorietta, a property owned by Ayala Land. The commercial complex occupies an area 2,500 sq.m approximately. The establishment is expected to have 850,000 customers to visit the shops per annum.

Furthermore, Hallohallo Inc. plans to introduce different themes and concepts on sites other than this commercial area in Glorietta.



VOICE ACTRESS MEGUMI OGATA

celebrates 25th anniversary with
a crowdfunded music
appreciation platform

ARTICLE BY: LIZAC 3.0

Megumi Ogata, a world renowned voice actress is celebrating her 25th anniversary in the anime industry through a crowd funded project to develop a music appreciation platform. Known as animeg25th, the purpose of the project is to bring music closer to overseas fans in order for them to enjoy it at the same time the fans in Japan do. An album with covers of different anime songs is expected to be released through the platform this coming October, Ogata's debut month.

In an interview with creative crowd funding site Mirai Mode, Megumi Ogata wishes, "for the project to serve as a platform that upcoming generations of Japanese voice actors and actresses, musicians, and other members of the entertainment industry can use to connect with fans around the world."

The project also encourages fans overseas to support the anime and music industry legally. With convenient access and less expensive fees that come along with this platform, Ogata believes that fans will now be inspired to buy only the authorized goods.

Crowd funding opened in May to fans in Japan at first, and much later to overseas fans. The goal is to achieve approximately \$100,000, which has been reached only within nine hours since its opening. Supporters are rewarded with memorabilia and items depending on the amount they donated.

Ogata's voice is first heard in Yu Yu Hakusho in October 1992, portraying the character of Kurama. She also lent her voice to Sailor Uranus from the Sailor Moon franchise, Shinji Ikari from Neon Genesis Evangelion, and Makoto Naegi from Dangan Ronpa.



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by Yani

Kobayashi's Maid Dragon has recently become popular among anime enthusiasts, as well as with cosplayers. One of the most popular character is Tohru and if you are planning to cosplay her, but you still don't have the tail, then Perkee can make the tail for you! It can also be customized into your liking~

You can have Tohru's tail for as low as P750! One of the special features of this tail is that you can use it as a pillow in your sleep. It's really soft! The textile that was used is very comfortable and not irritable to the skin. Plus it's easy to be worn with the adjustable belt. Another cute thing with this tail is that it looks like a chopped tail when not worn~



If you have a certain item that needs to be customized; especially stuffed toys or soft props, Perkee is here to help you. The owners are very approachable and nice so do not hesitate to inquire to them~

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Learning and beyond THE JAPANESE WRITING SYSTEM

by: Jayson Beltrano | Unmei Nihongo Center

Learning a language not only mean learning how to speak and understand but also how to read and write. As for me, the Japanese Writing System is the most difficult part of learning Japanese and yet, it is the most fascinating. The Japanese Writing System is commonly the first thing you'll learn. It consists of three main written scripts: Hiragana, Katakana and Kanji. Let's go with it on by one.

Hiragana (ひらがな)

Hiragana is a set of 46 basic characters usually used to represent native Japanese words and grammatical elements such as particles, okurigana and furigana.

Hiragana Chart

	w	r	y	m	h	n	t	s	k	
ん n/m	わ wa	ら ra	や ya	ま ma	は ha	な na	た ta	さ sa	か ka	あ a
		り ri		み mi	ひ hi	に ni	ち chi	し shi	き ki	い i
		る ru	ゆ yu	む mu	ふ fu	ぬ nu	つ tsu	す su	く ku	う u
		れ re		め me	へ he	ね ne	て te	せ se	け ke	え e
	を o	ろ ro	よ yo	も mo	ほ ho	の no	と to	そ so	こ ko	お o

Photo courtesy: JapanesePod101.com

The word hiragana literally means "ordinary" or "simple" kana ("simple" originally as contrasted with kanji).

So, for example, sumimasen, which means "sorry" or "excuse me," would be written in hiragana, because it's a word of Japanese origin: すみません。Words even though with Kanji equivalent, is usually written in Hiragana for the ease of fresh Japanese learners.

These basic characters can be modified in various ways. By adding a dakuten marker (`), a voiceless consonant is turned into a voiced consonant: k→g, ts/s→z, t→d, h→b and ch/sh→j. For example, か (ka) becomes が (ga). Hiragana beginning with an h can also add a handakuten marker (°) changing the h to a p. For example, は (ha) becomes ぱ (pa). A small tsu っ, called a sokuon, indicates that the following consonant is doubled. In Japanese this is an important distinction in pronunciation; for example, compare さか saka "hill" with さっか sakka "author". The sokuon also

sometimes appears at the end of utterances, where it denotes a glottal stop, as in いてっ! ([ite-!] Ouch!). However, it cannot be used to double the na, ni, nu, ne, no syllables' consonants - to double these, the singular n (ん) is added in front of the syllable, as in みんな (minna, "all"). There are also spelling rules with a few exceptions for sentence particles は, を, and へ (normally ha, wo, and he, but instead pronounced as wa, o, and e, respectively), and a few other arbitrary rules, Japanese, when written in kana, is phonemically orthographic.

Katakana (カタカナ)

Katakana is another set of 46 basic characters used to represent words of foreign origin. It is also used for emphasis, describe mimicking sounds (onomatopoeia), for scientific and technical terms, and proper names.

For example, "television" is written テレビ (terebi). Similarly, katakana is usually used for country names, foreign places, and foreign personal names. For example, the United States is usually referred to as アメリカ Amerika, rather than in its ateji kanji spelling of 亜米利加 Amerika. It is also used for onomatopoeia, words used to represent sounds - for example, ピンポン (pinpon), the "ding-dong" sound of a doorbell.

Technical and scientific terms, such as the names of animal and plant species and minerals, are also commonly written in katakana.[5] Homo sapiens, as a species, is written ヒト (hito), rather than its kanji 人. Katakana are also often (but not always) used for transcription of Japanese company names. For example, Suzuki is written スズキ, and Toyota is written トヨタ. Katakana are also used for emphasis, especially on signs, advertisements, and hoardings (i.e., billboards). For example, it is common to see ココ koko ("here"), ゴミ gomi ("trash"), or メガネ megane ("glasses"). Words the writer wishes to emphasize in a sentence are also sometimes written in katakana, mirroring the European usage of italics.

Katakana Chart

	w	r	y	m	h	n	t	s	k	
ン n/m	ワ wa	ラ ra	ヤ ya	マ ma	ハ ha	ナ na	タ ta	サ sa	カ ka	ア a
		リ ri		ミ mi	ヒ hi	ニ ni	チ chi	シ shi	キ ki	イ i
		ル ru	ユ yu	ム mu	フ fu	ヌ nu	ツ tsu	ス su	ク ku	ウ u
		レ re		メ me	ヘ he	ネ ne	テ te	セ se	ケ ke	エ e
	ヲ o	ロ ro	ヨ yo	モ mo	ホ ho	ノ no	ト to	ソ so	コ ko	オ o

Photo courtesy: JapanesePod101.com

The Katakana characters can be also modified in various ways like the Hiragana by adding dakuten, handakuten, and sokuon markers. Both Katakana and Hiragana characters usually spell native long vowels. The difference is a short line (ー) following the direction of the text, horizontal for yokogaki (horizontal text), and vertical for tategaki (vertical text) can be added to represent long vowels. For example, メール mēru is the gairaigo for e-mail taken from the English word "mail"; the ー lengthens the e.

The third writing system: Kanji, will be discussed on the next issue! 'til next time!

Reference: Wikipedia | www.wikipedia.org / Nihongo Shark | nihognoshark.com

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acx ANIME & COSPLAY EXPO

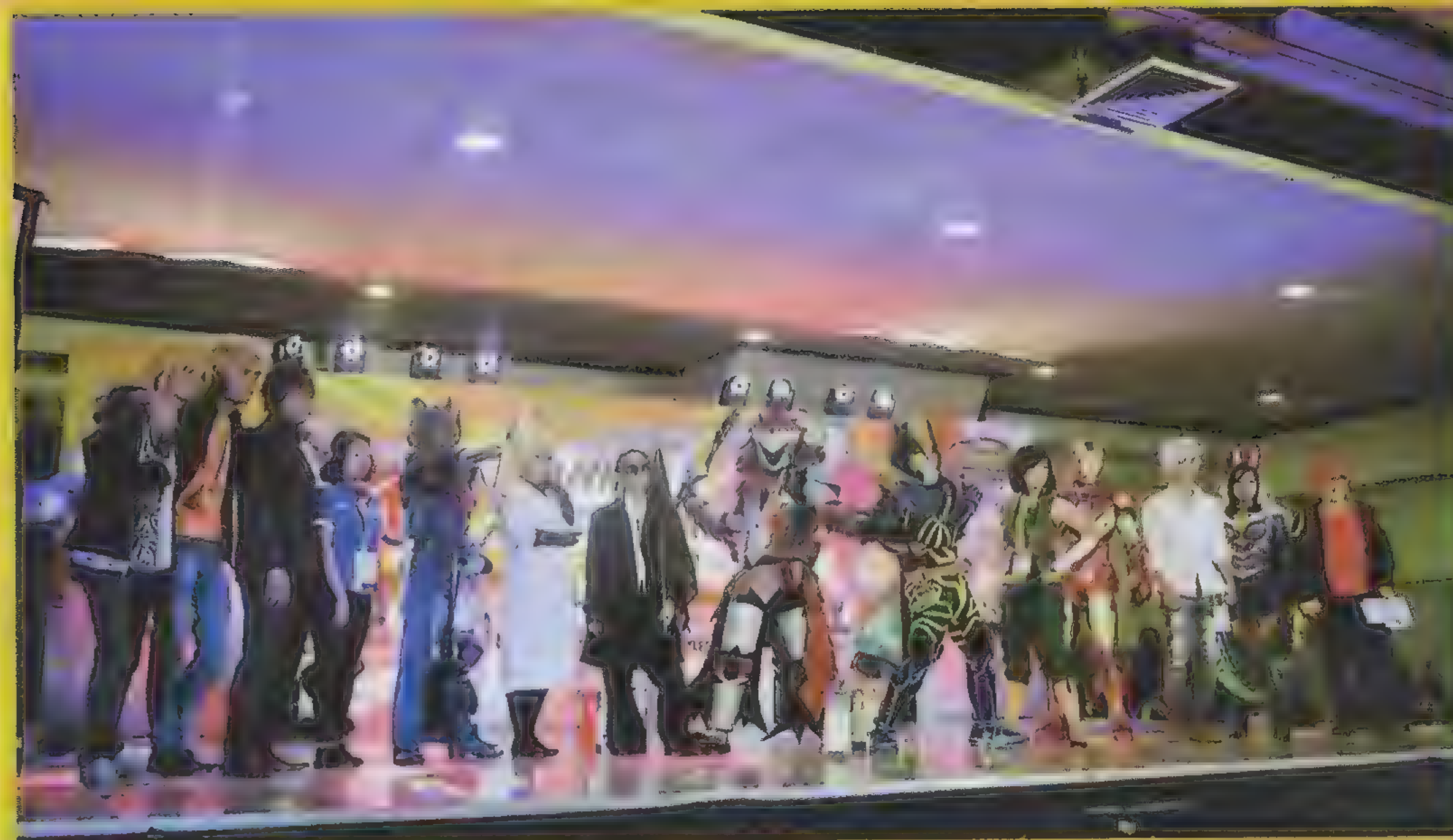
2017 is another year filled with numerous events for the anime community. One of the much anticipated events that happened this year is Cosplay.ph's Anime and Cosplay Expo (ACX) which was held in SM Megamall Megatrade Halls back last July 29-30, 2017.

The halls, inside and out, were filled with a great deal of con-goers, including numerous cosplayers! A local cosplay event would be incomplete without the different booths that cater to what the event stood for: anime (merchandise) and cosplay (stuff) that everyone enjoyed.

One of the many attractions of ACX is the **Cosplay Karaoke Competition** where the participant must also be a cosplayer! It's a plus if they are in character while singing or sings something from the anime they are cosplaying. The winner will have to defend their title the next day against the contestants of day 2. Congratulations to that Kanna Kamui cosplayer! She really had an amazing voice~

Anime and Cosplay Expo is an event with more than one cosplay competitions: In **Cosplay's Got Talent**, contestant or a group of them must perform a skit onstage. While the **Solo Cosplay Catwalk** is open for everyone in costume and wishes to strut their work! This year's line up was incredible and entertaining to see! Did you watch the Korra cosplayer?

Just like last year, ACX also held the **Cosplay Auction** and the **Storage Wars** wherein anyone can place their items and have the event staff auction it to the audience. Starting bids can get low as one (1) Peso. The rules for this were simple: items must be authentic and it is still functional. Items must be related to anime such as stuff toys, figures, keychains and even cosplay items. The 5% of the sold



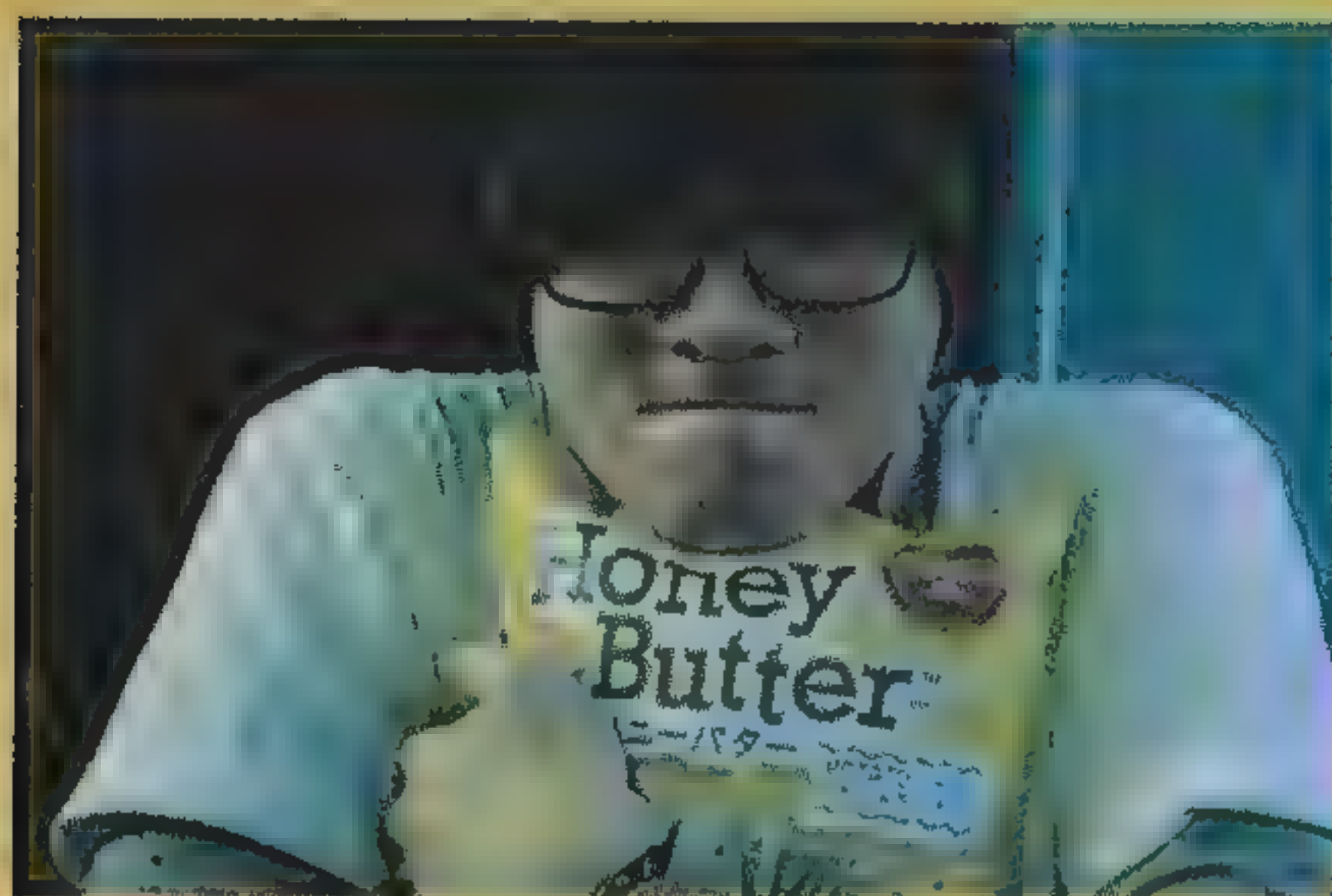
price per item will go the organizers as their service fee. Someone put up a racy dakimakura for auction! Our friend Sage also got an authentic anime movie CD during the auction!

Cosplay Academy is back at ACX and is here to help otaku like us with our cosplay needs. Tutorials were held in crafting, styling wigs and making costumes. Everyone was able to enjoy this session! Some lucky ones were able to volunteer to be the speaker's assistant onstage. This was a great opportunity to understand the tutorial though experience.

For the otakus who are neither a performer nor a cosplayer, there is still a perfect way for you to win some ACX prizes: the **Trivia Throne Throwdown**. A question will appear on the screen and player must answer all the questions right vs a challenger in order for them to sit on the throne and win the game. This is basically a battle of knowledge of many anime and game series (mostly 90's and recent releases).

We are very happy for the winners! They all deserved it~





A few weeks before the event, ACX offered an early bird price for the ticket. We find this as a good marketing and managing decision. By doing so, long ticket lines are avoided and attendees get to save money! Many events have done the same and we too suggest that con-goers and cosplayers should take chances like this!

All in all, Anime and Cosplay Expo lived up to more than its name. The annual event was engaging, joyous and entertaining for everyone in attendance. Though the hall may be small, as long as the attendees get to participate in the stage events and enjoy what the booths can offer, ACX will always be a fun event to look forward to every year.

We cannot wait to see Cosplay.ph's next event, Cosplay Mania!! We'll see you there, right, Otafans?

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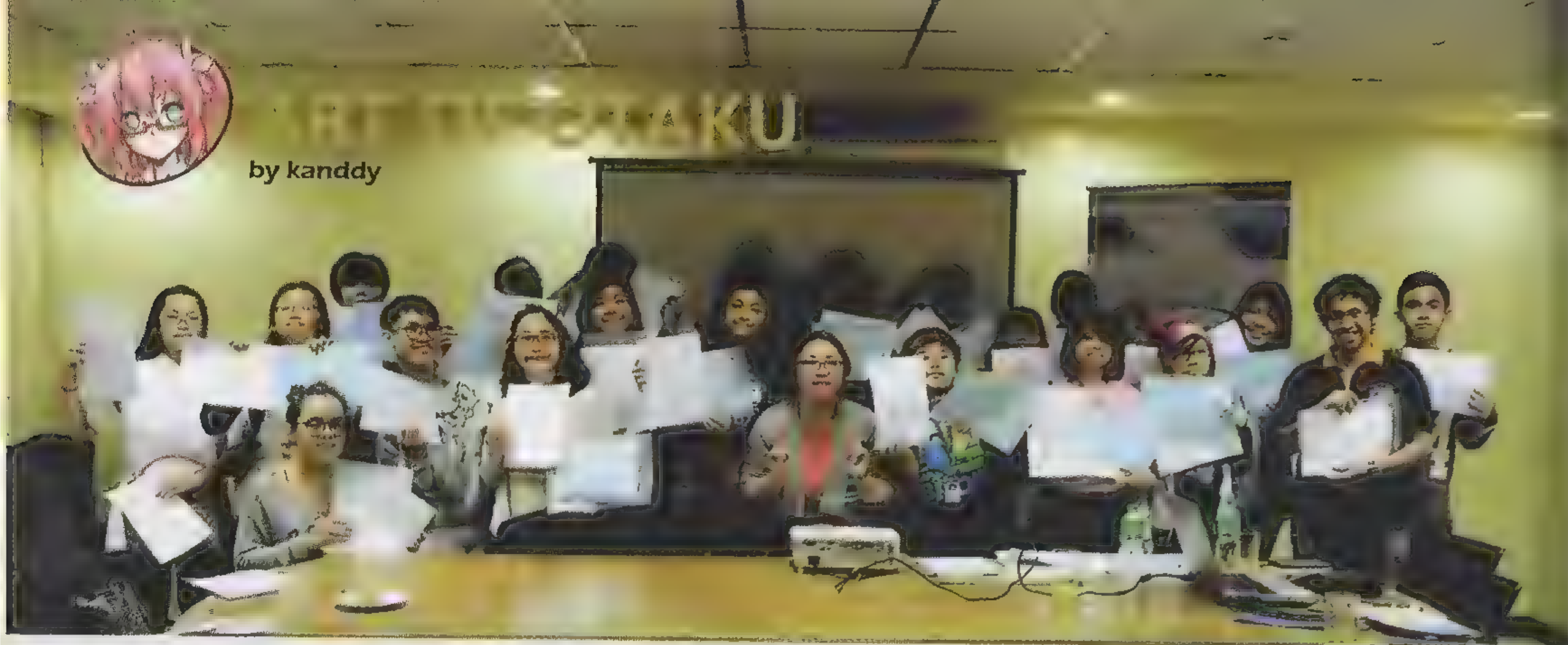
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by kanddy

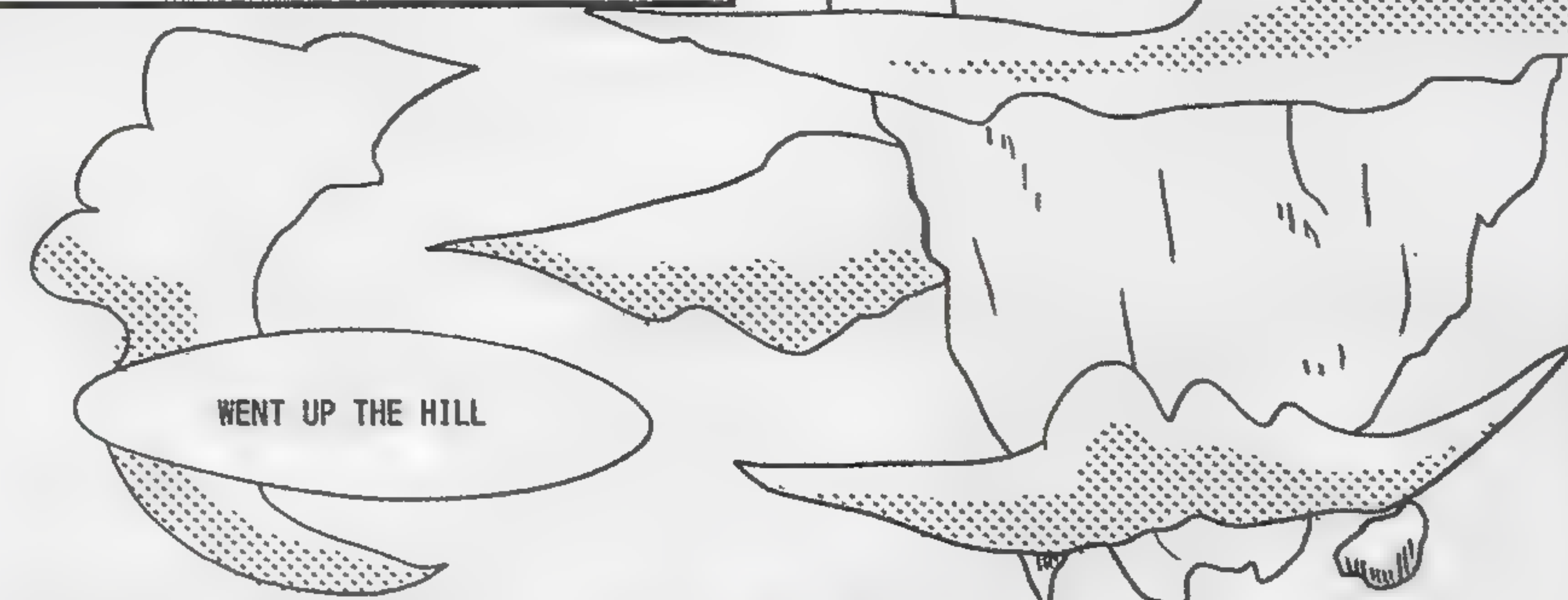
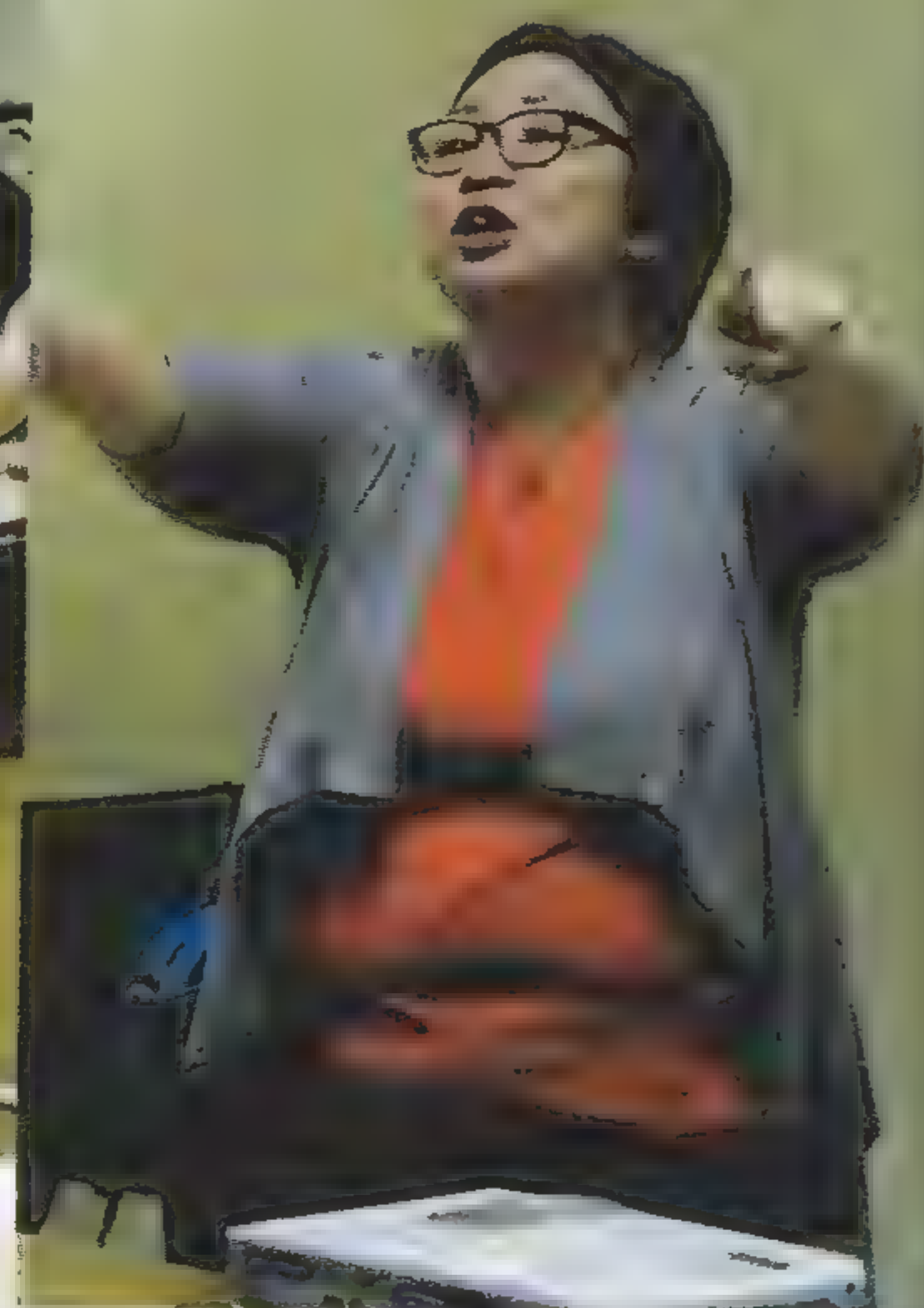
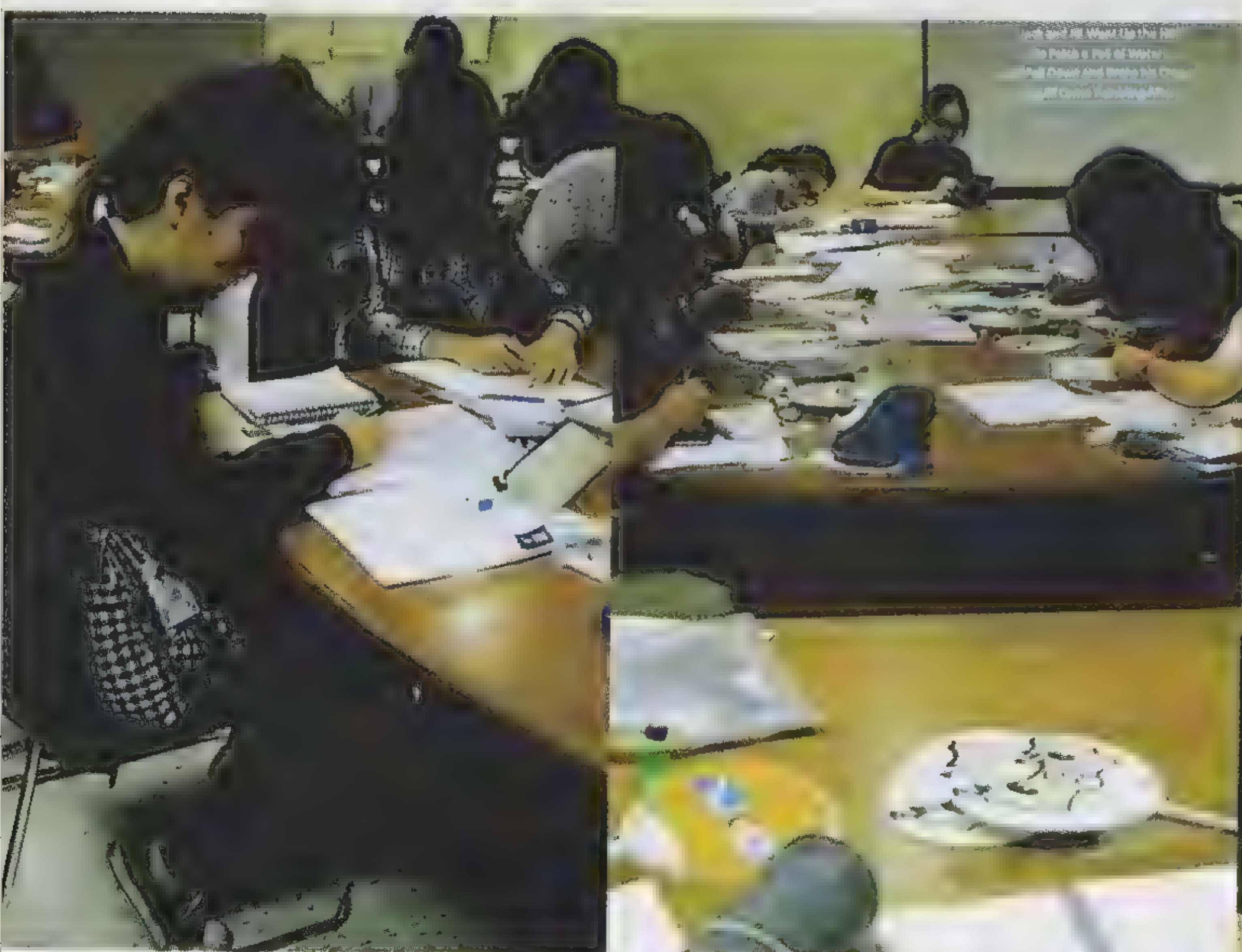


Otaku Asia supported a memorable event by the Japan Foundation and Ateneo Art Gallery last June -July 2017 entitled, *Manga Hokusai Manga*. The exhibit housed both Katsushika Hokusai's manga and contemporary manga to explore their similarities and differences. The exhibit also introduced the charms of this unique field of Japanese culture (see pages 44-47 of this magazine for the article).

There were several workshops and lectures during the duration of the exhibit and our favorite could be Tintin Pantoja's **Making Manga: Basic Manga Creative Workshop**. The workshop was free and they even get certificates and guess what, *this* feature!

Tintin Pantoja of Comic School Manila tasked them to put into manga the story of Jack and Jill. They could remake the story in their own way as long as they follow the points of manga taught. We asked the participants to send us their works after the session (we were only able to attend the first one) and these are our chosen ones~

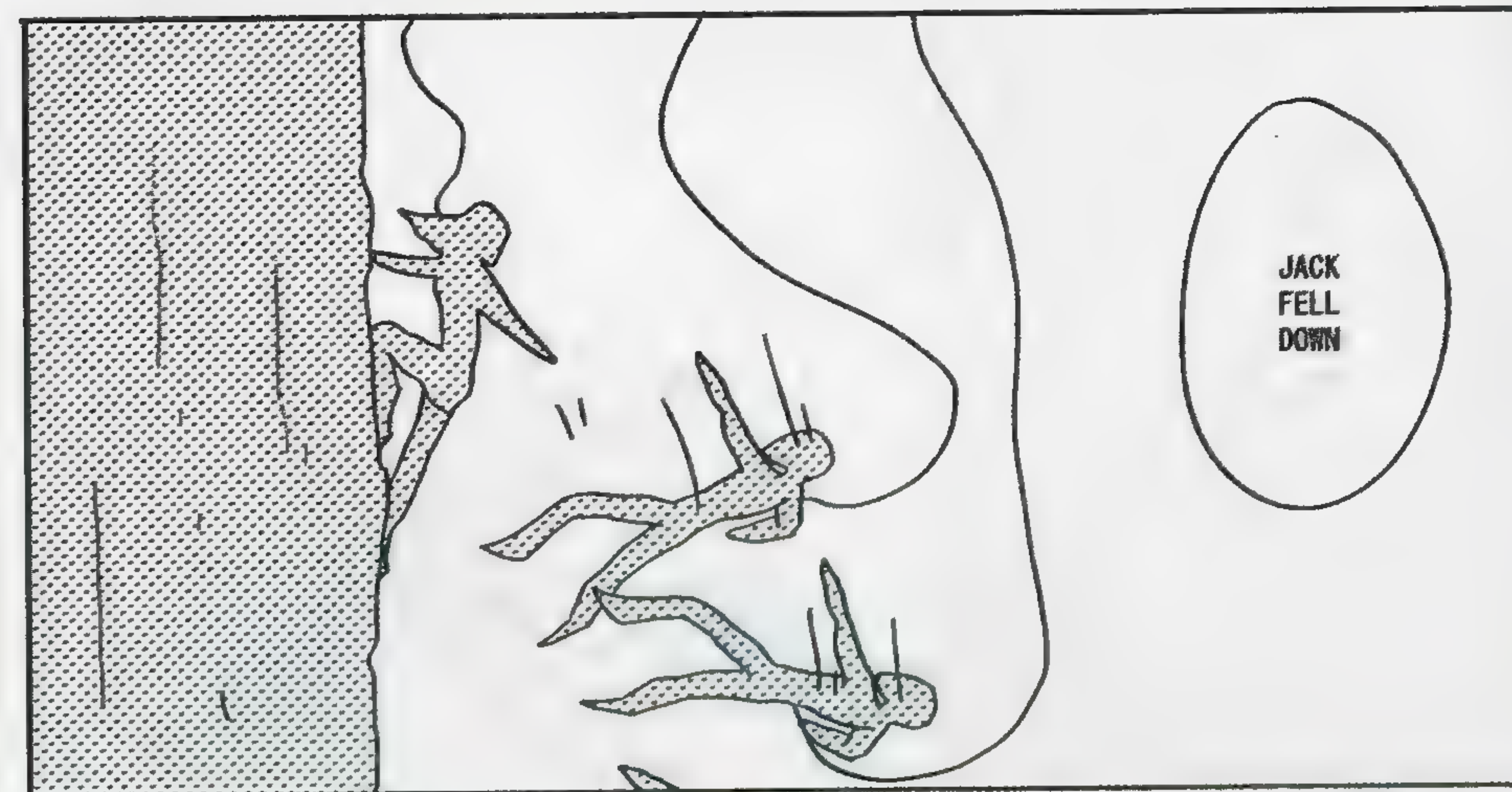
Congratulations and enjoy!

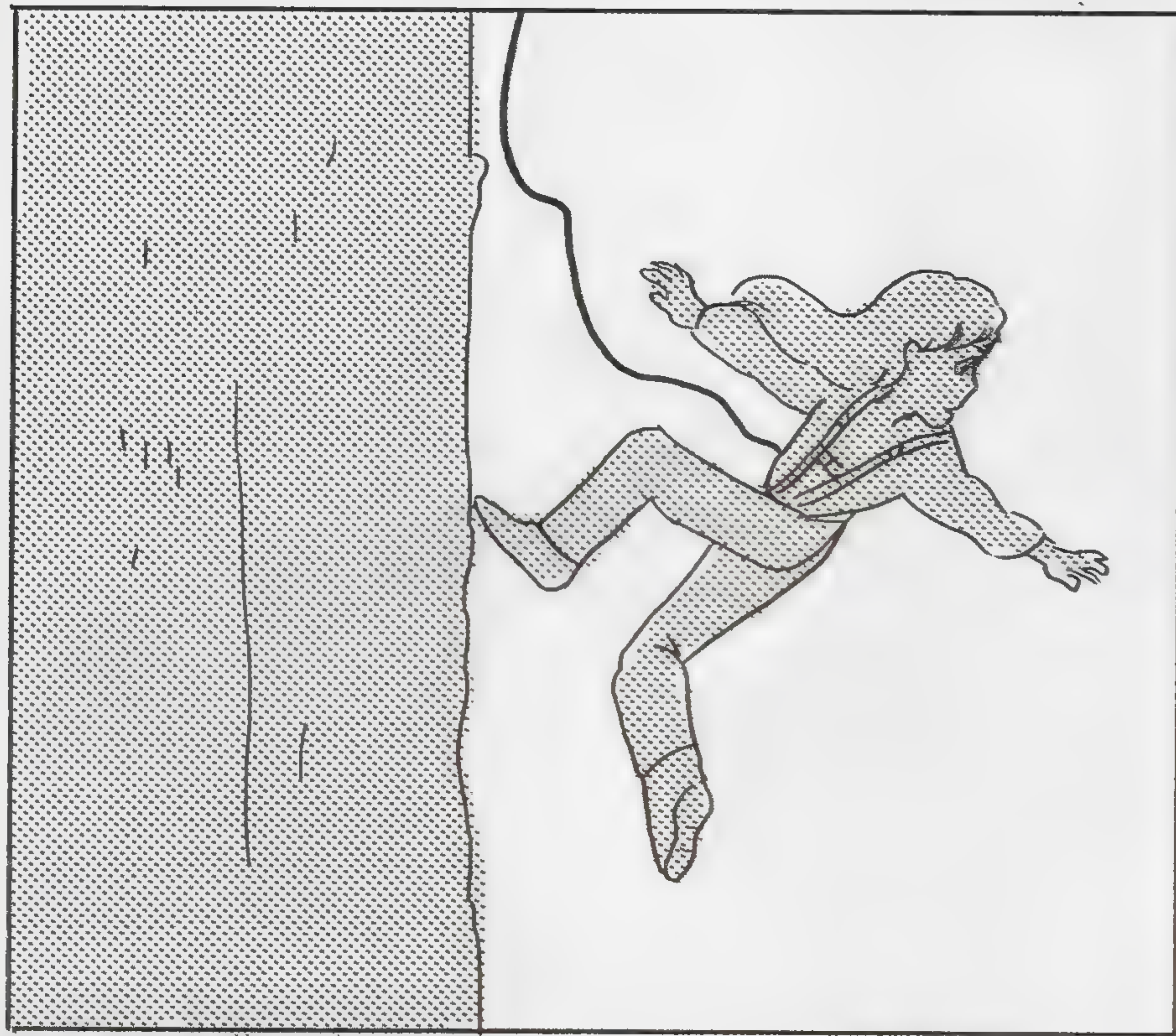


PLANETPACK / ANYA VAI

ANYA PEREZ

"I really enjoyed the Manga Workshop! It motivated me a lot!" [facebook.com/helloplanetpack](https://www.facebook.com/helloplanetpack)





PLANETPACK / ANYA VAI



AND JILL CAME TUMBLING AFTER.



~*~*~

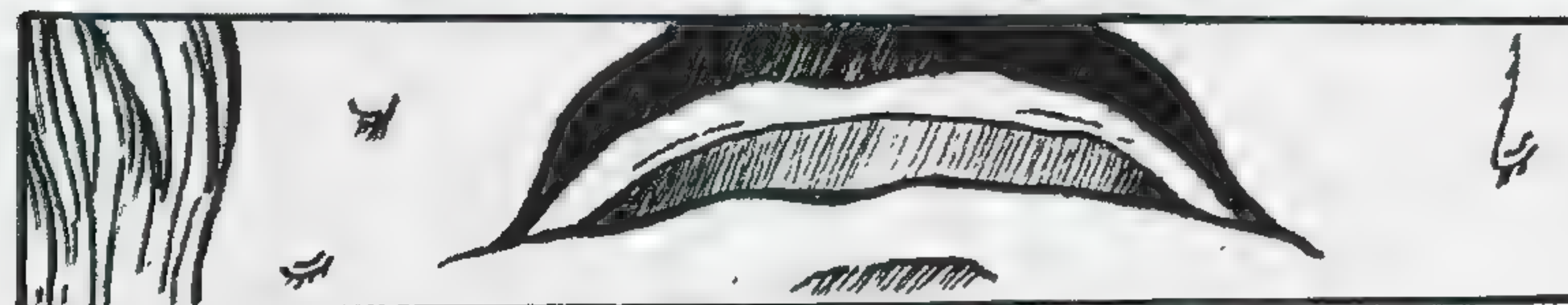
PUSANG GALA!!!

BESSIE JANE BORJA

"Thank you very much for the workshop! I learned a lot! Hope it shows in the take on."

Transcript from Baybayin by Bessie

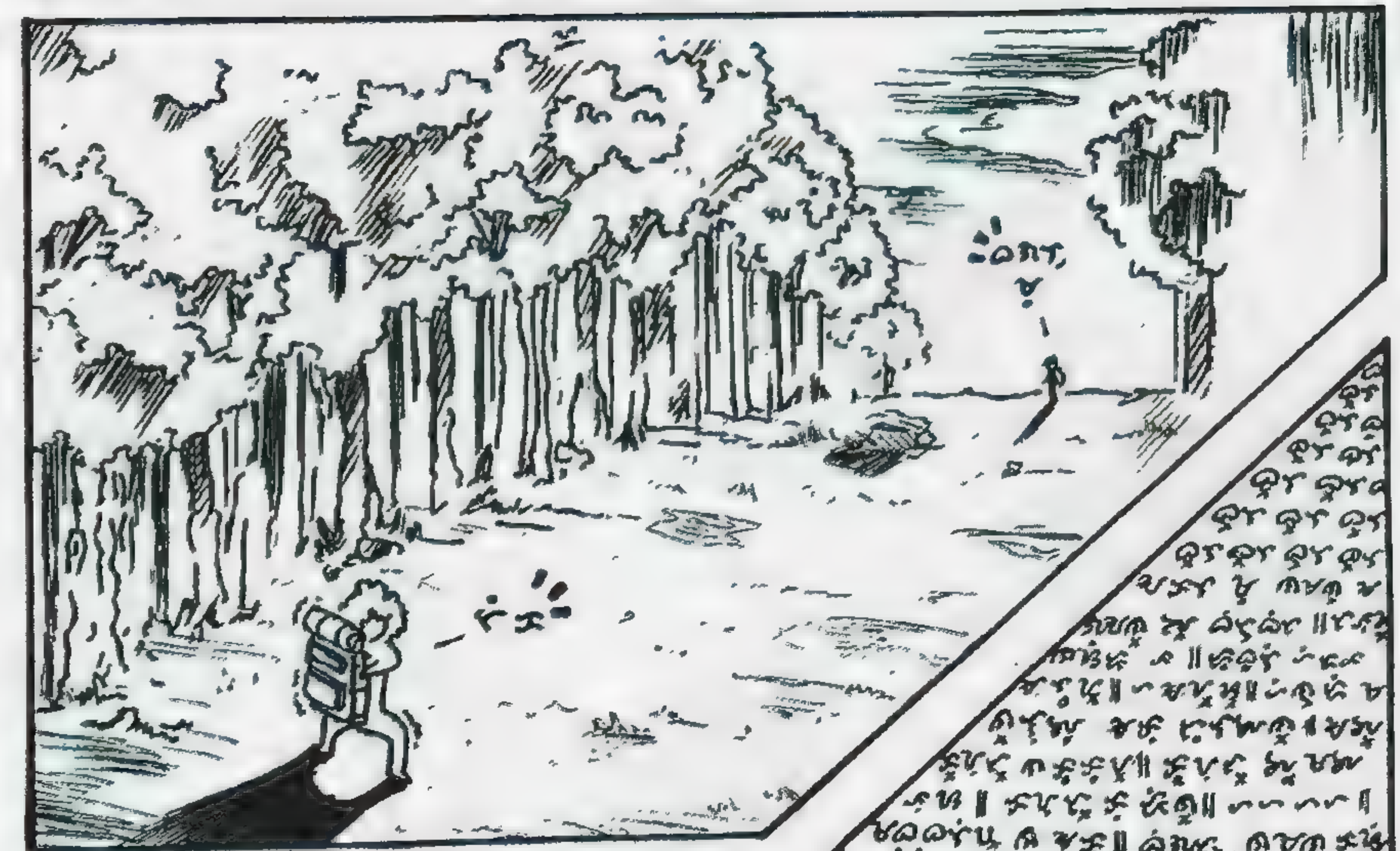
SA BUNDOK



Jill: Dyaaak

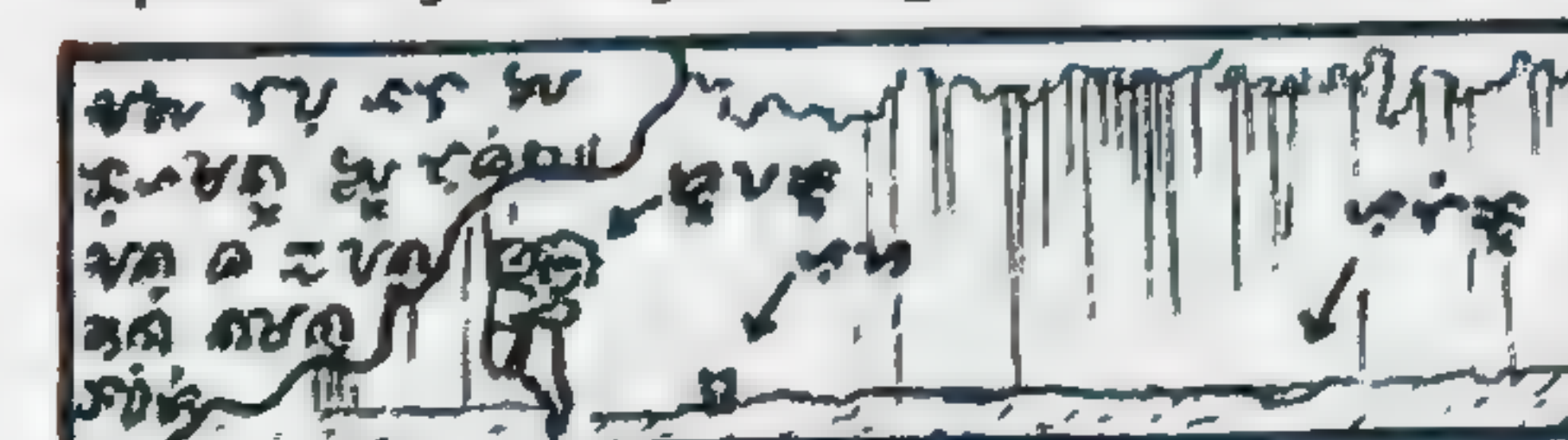
Jill: Bagal mo

Jack: Teka

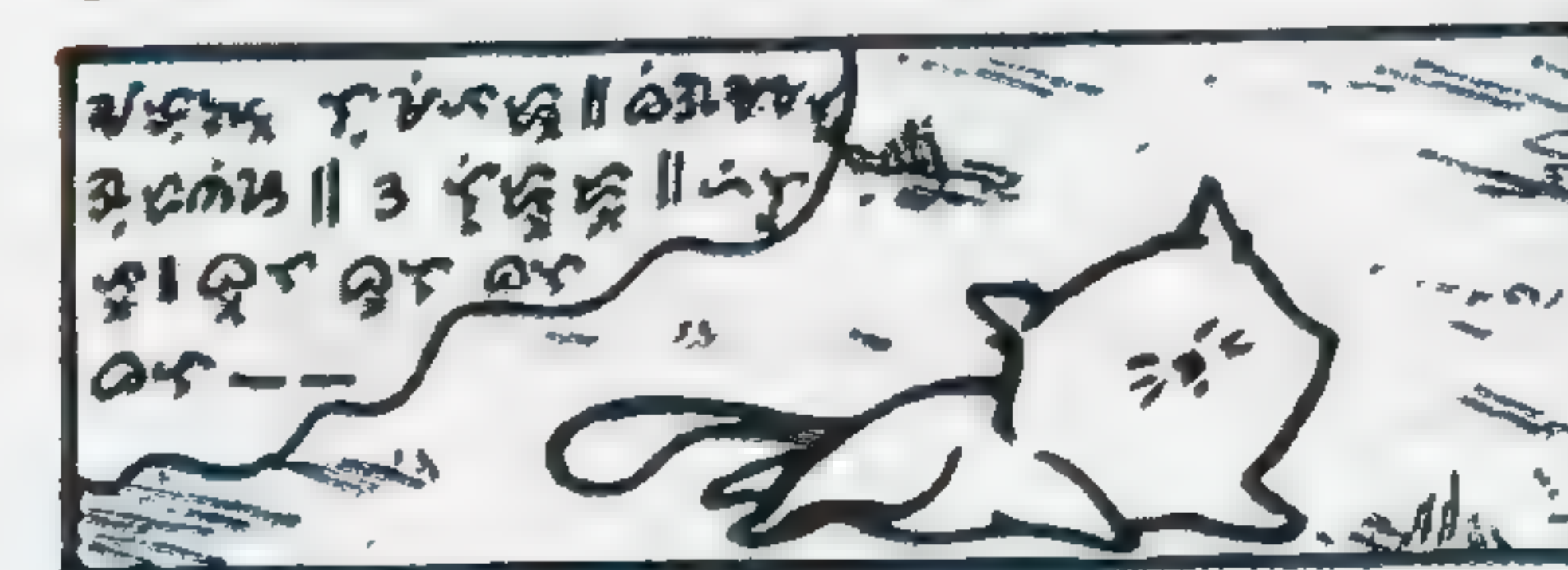


Cat: Meyaw

Jack: Nakakagutom pala. Nasaan na ba si Dyil. Sapakin ko iyon. Hays. Naliligaw na ata ako. Dyil!



Jack: Ang layo pala ng kuhaan ng tubig. Ano ba iyan sana naman pwede

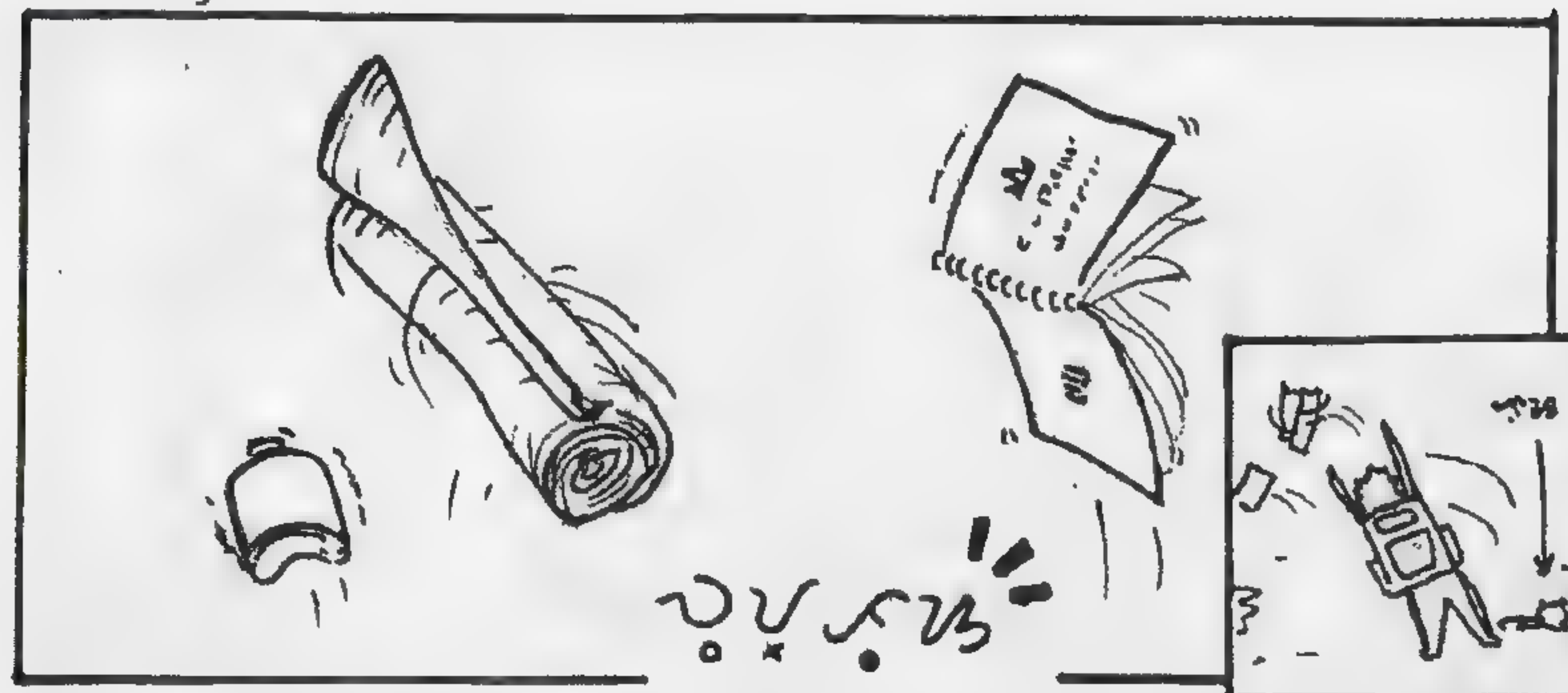


Jack: Akong lumipad. Bigaaat. Gudnes. O Lord. Help. Bla bla bla bla—

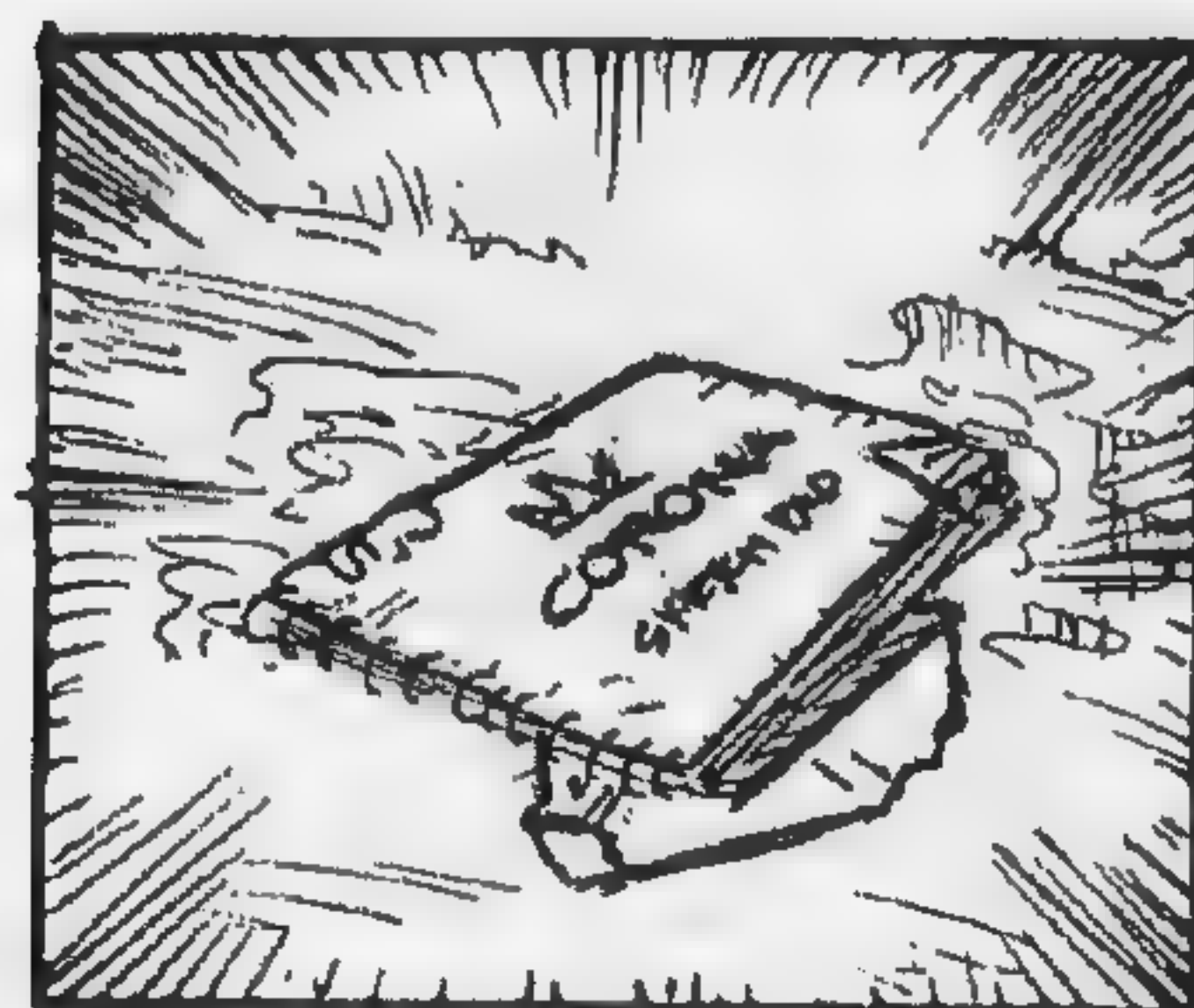


Jack: Bla bla bla Akala mo naman ang gaan ng bitbit. Tapos nasira pa. Doble hirap tuloy. Haays. Hindi man lang ako tulungan. Ang kyut ni Kokoy. Kyut ng mga pusa. Kyut ko rin. Hahahaha. Mababaliw na ako. Bigat naman kasi. Buti dala ko skets pad ko.

Jack: Woy Pusa



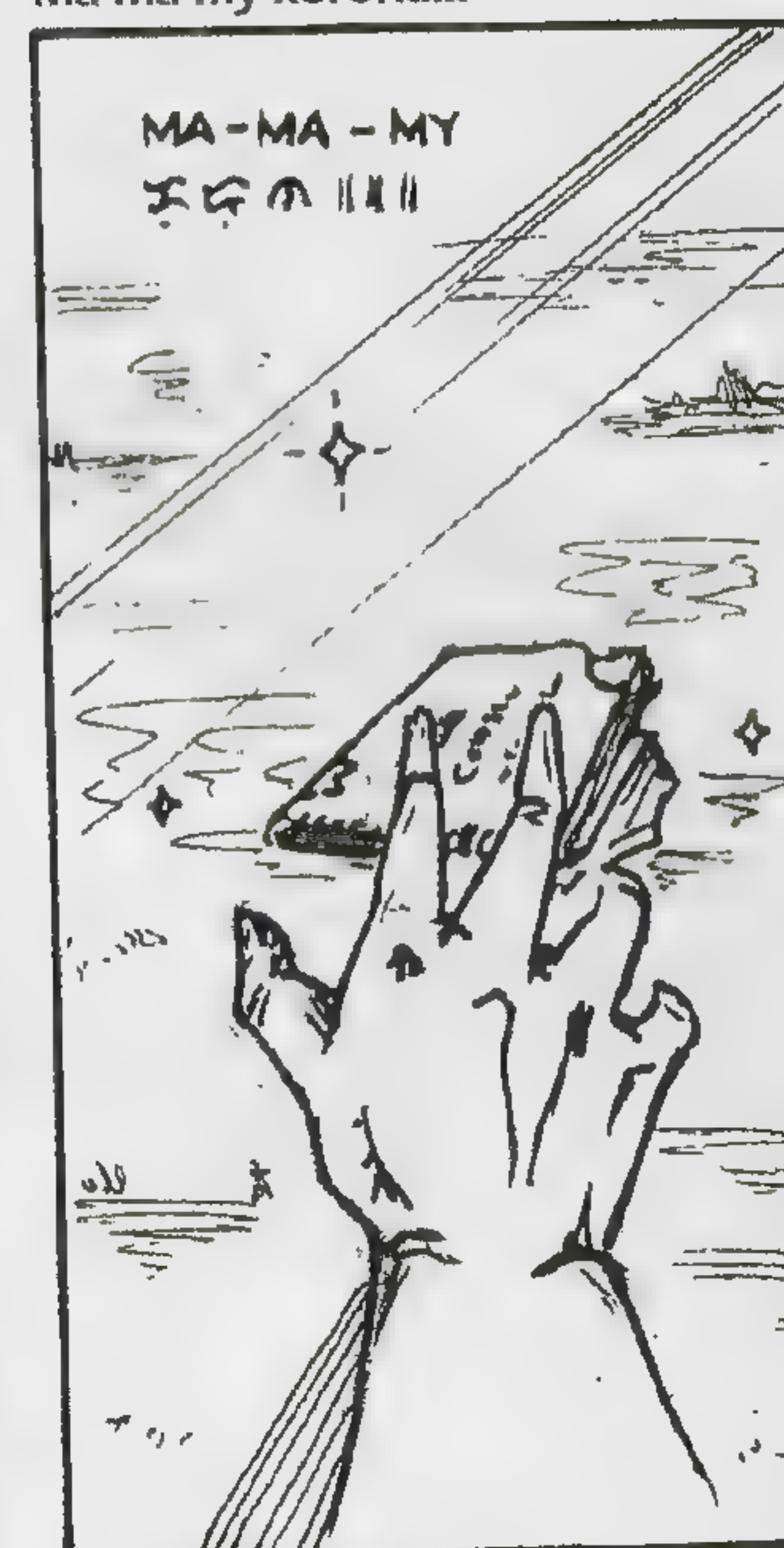
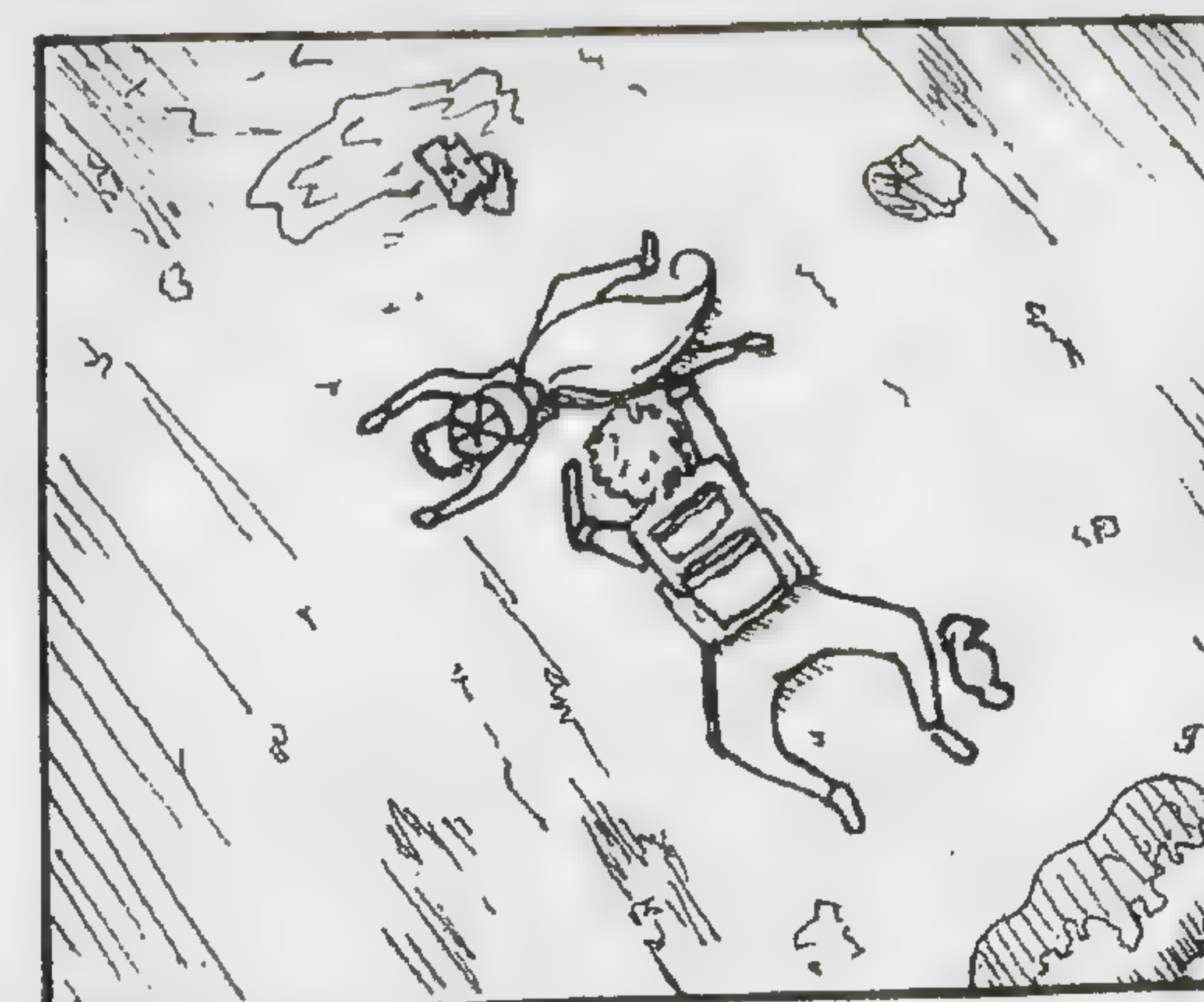
O.A.
Jill: Dyaaaak



Wuuuus

3

Ma-ma-my korona...



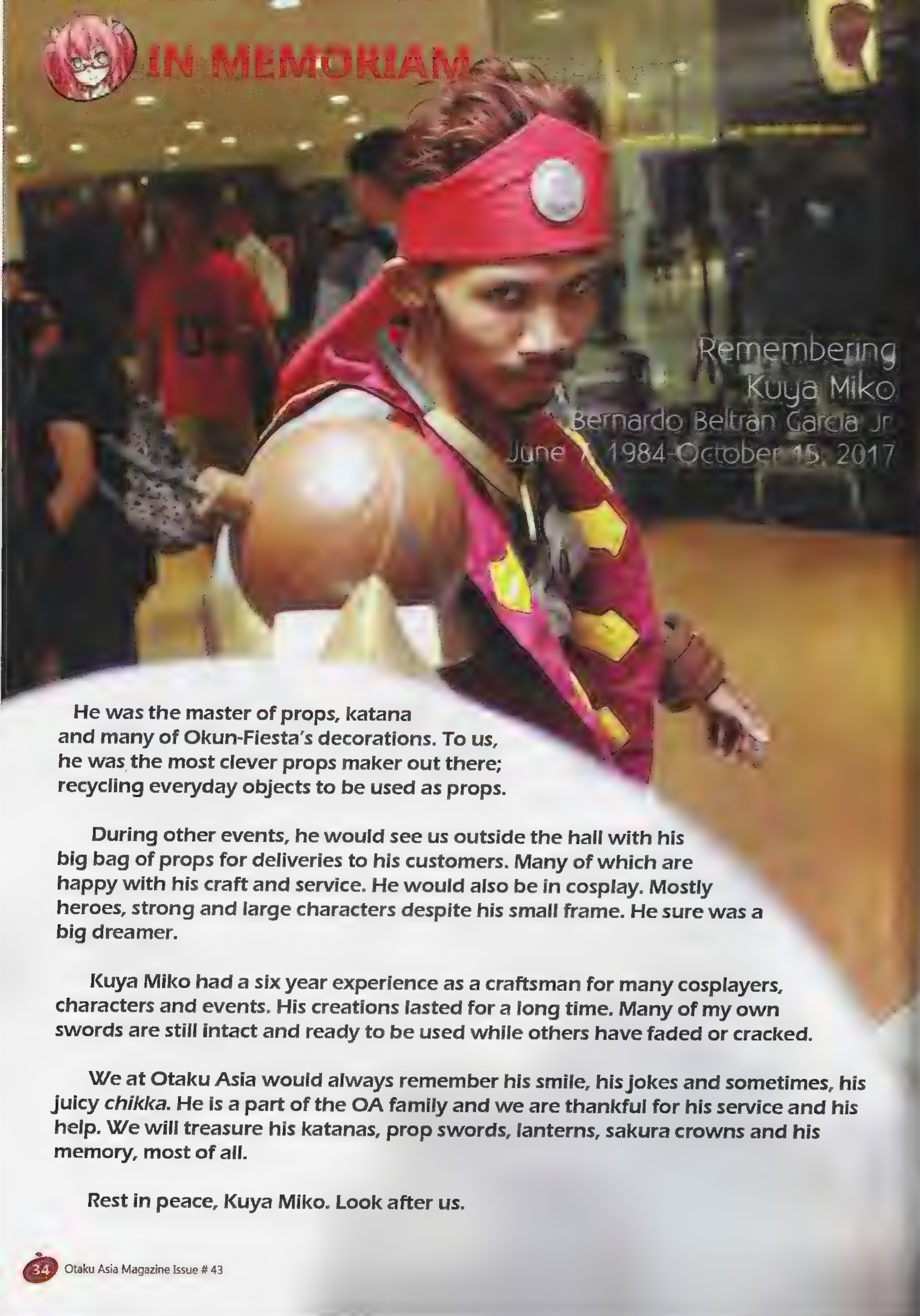
Cat: Meyaw

Pusang galalalalalalala... Wakas.

4



IN MEMORIAM



Remembering
Kuya Miko
Bernardo Beltran Garcia Jr
June 7, 1984-October 15, 2017

He was the master of props, katana and many of Okun-Fiesta's decorations. To us, he was the most clever props maker out there; recycling everyday objects to be used as props.

During other events, he would see us outside the hall with his big bag of props for deliveries to his customers. Many of which are happy with his craft and service. He would also be in cosplay. Mostly heroes, strong and large characters despite his small frame. He sure was a big dreamer.

Kuya Miko had a six year experience as a craftsman for many cosplayers, characters and events. His creations lasted for a long time. Many of my own swords are still intact and ready to be used while others have faded or cracked.

We at Otaku Asia would always remember his smile, his jokes and sometimes, his juicy *chikka*. He is a part of the OA family and we are thankful for his service and his help. We will treasure his katanas, prop swords, lanterns, sakura crowns and his memory, most of all.

Rest in peace, Kuya Miko. Look after us.



where
props
look like
real
weapons



Contact Person: Miko Garcia Twitter: /TheSw0rdMaster
Facebook: /TheSwordMasters Contact # 0935 665 6760

Sit down

Japanese Comedy



Rakugo is traditional comic storytelling performed solo. Seated on a zabuton cushion, a comic tells a story, energetically speaking the dialogue for all the characters: men, women, children to the elderly, warriors and commoners. To clearly distinguish one character from another rakugo performers use various speech patterns and gestures.

The only props used in rakugo are a folding fan (*sensu*) and a hand towel (*tenugui*). Performers manipulate these to mimic all kinds of actions. Through the skillful use of props and gestures, rakugo performers aim to invoke vivid images in the minds of the audience. A characteristic of rakugo is the punch line, called the *ochi*. The *ochi* can consist of a play on words, a surprising ending and even a simple gesture.

Rakugo in Anime

We first got interested in this art through anime. In the show, *Shouwa Genroku Rakugo Shinjuu*, ex-convict turned Rakugo apprentice Yotaro has finally taken the name of Yurakutei Sukeroku III, and with his master Yakumo's permission has attained the lofty rank of *shin'uchi*. He assumes the name at a critical time for Rakugo, with audiences fewer than ever. Yotaro begins the struggle to fill the role of Sukeroku, both as the future of Rakugo and as a part of Yakumo's life.

ANA Yose

Early September, ANA Philippines announced that they will be bringing back ANA Yose this year. This is an event where they invite performers to promote the culture of Japan, named after yose, which are specialized theaters for Rakugo.

The event was held in RCBC Plaza last October 7 at 3:00pm with Katsura Kaishi, the world's top performer of English Rakugo and former Japan cultural envoy, along with Katsura Asakichi and Katsura Fukuryu. We were not able to watch their first run and was very happy to have been able to come to their second run!

The show started with Katsura Fukuryu, a Canadian Rakugo master. He set the mood and introduced the audience to Rakugo and ANA's accomplishments and a few jokes. He made me remember the Scar's full name from Full Metal Achemist.

Next was Katsura Kaishi. If you are noticing the name similarity it is because in rakugo tradition, the student will take the on the last name and a part of the first name of the master. The second act was, for me, funnier of the first act.

After stories about big and small houses, noodles and a bull, Katsura Asakichi went up the stage to perform.

He played the flute before his act and also gave us a few laughs. Their diction and control of the English language was very good. This could be thanks to their Rakugo group that specializes in English performances. End of Act One.

Rakugo in English

After Katsura Kaishi mentioned that this wasn't even his second time in the Philippines, we did a little research. Rakugo in English has been brought into the country a few times before.

The very first English Rakugo was performed in Cebu and Manila at 2003 and supported by the JICC and Consular Office of Japan in Cebu. There were shamisen, kamikiri and tamasudare performances. Then, there were only 3 masters who can perform in English: Shofukutei Kakusho, Katsura Kaishi & Katsura Asakichi.

Thanks to ANA Yose, they have brought back Rakugo in English at a good time! Flights to Japan from the PH are in demand and very popular today. The event aims to promote travel to the Land of the Rising Sun through traditional comedy.

Entry to the event is gained through a raffle. Those interested must sign in through ANA website and wait for confirmation e-mail. This time, I won.

Then our friends at The Japan Foundation Manila also emailed us a media invite! Sweet~ Two tickets

The Experience

Because of my background in Rakugo thanks to anime, I was prepared for the many voices and improvisations that the artist will do. Just be sitting in *seiza*, the rakugo master can create a specific setting, multiple characters and actions. Their ability to only use two props for all funny stories were also wonderful to anticipate. Although they didn't use the *tenugui* much, the use of *sensu* for chopsticks was funny enough.

The crowd was also great. They understood the jokes and references even though one of two was 'very Japanese.' We were informed that the performers had a run in UP the day before so I did not expect it when Katsura Fukuryu had a small panic moment (where he improvised to hide with a telephone call skit).

One of the Japanese artists did not change his voice much in a skit which made distinguishing the characters hard. This could be his style but it was interesting to see different styles despite all three of them learning from the same Master (Katsura). We hope to hear that there will be more shows like these in the future!



More than a Daydream

They always called me a daydreamer.

Suzu Urano can't help but feel like she is in a dream because her life has turned out beyond what she would imagine in her hometown Hiroshima when she is married off to a man she first thought was a stranger to her. Strangely, fate has brought her and her husband together after they first met as children. In her new life, in a new family in Kore, she must learn to become a good wife and a productive in-law as they all try to live as normal as possible in the midst of frequent air raids.

The 20th Eigasai Film Festival in the Philippines has brought us *Kono sekai no katasumi ni* or *In this Corner of the World*, a film directed by Katabuchi Sunao and based on the manga of Kouno Fumiyo. Originally, the film was released in Japan in November 2016, but despite being a limited distribution at first, it later called the attention of the global audience.



While the premise can immediately recall depressing scenes of war in our minds, *In this Corner of the World* tackles it quite uniquely. As the story progresses with the background of World War II, Suzu does her best to support her husband's family with the limited rationing despite being absent-minded every now and then. Aside from the historical realism that the film is known to be, one of the greatest appeals of the movie is the light-hearted humor. You would not expect to be laughing when you think of a story about war, but *In this Corner of the World* is more than an account of war but an account of simple domestic life. With Suzu's everyday struggles, it's easy to be carried away from the idea of doom. Even so, that doesn't equate war to peace as the mangaka strongly argues.

Of course another undeniable attraction to the film is its animation. It has an overall relaxed vibe because of the light color palette and watercolor style, but in significant scenes, the styles change such as when scratching on the film is used as an interpretation of what is drawn in the manga. In addition to that is Suzu being talented in drawing and she would reimagine some of her surroundings based on how she would draw them. These style changes were not made only for experiment but also for important symbolism necessary to tell the story.

Amidst the planes overhead and the constant sirens, Suzu is seen as a character of resilience. Funny as she is in her misadventures, she chooses to fulfill her role and make the best of what they have even to the point of saying she wants to die a daydreamer to keep what she has worked hard to have and lost. In many ways, she and the other female characters showed the strength of the Japanese women. Their observation of the cultural norms and their deviance to some norms depict how far they'll go for life.

Witness Suzu's simple tale with a massive message for anyone who sees her struggles and joys — a life beyond a daydream.



CON IN FOCUS

by kanddy



PRINT IS NOT DEAD CARD CON PH

A one day event at Megamall Megatrade Hall 2 is not always something big. However, for many table top gamers, trading card players, magicians and fans, like us, we are all about it.

From Perfect Circle Events, comes an event for hobbyists for a day of cosplay competition, performances, mini games, trading card game demos and tournaments. Card Con PH was held last July 22 where collectors and hobby enthusiasts could enjoy a bunch of merchants who will be selling toys, card games and other hobby related items!

There were cosplayers! Merchandise! Auction (OMG, the auction)! and of course what else... CARDS!!

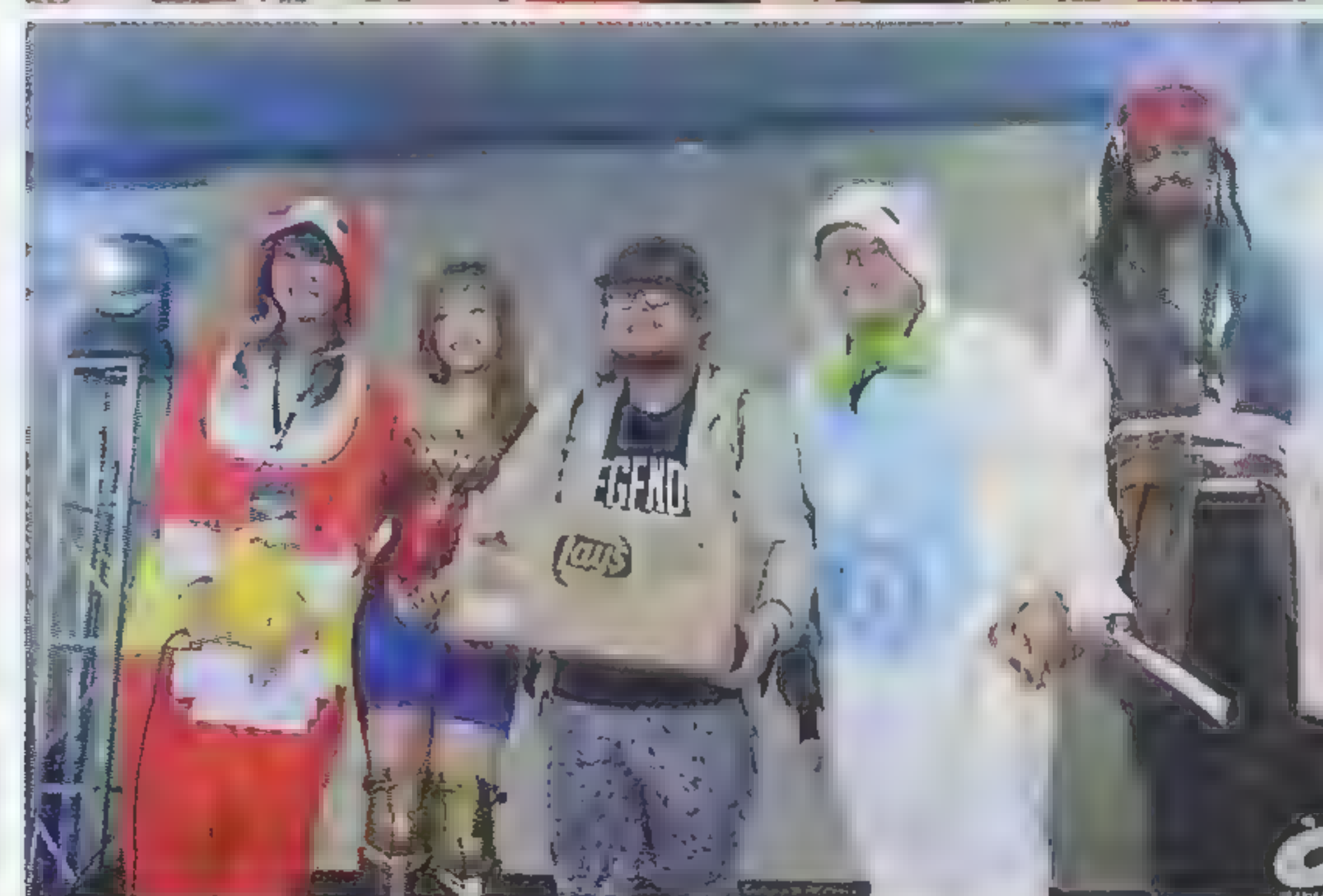


Upon closer inspection, card games by itself is a thriving industry. There are more and new games released each year and as mentioned last issue (Game Con event) indie card games are still being created. For only 100 entrance fee, anyone could get into Card Con PH.



The players, enthusiasts and hobbyists all went out to this event in search for like-minded players. What we did not expect was the boxes of free Cheetos, the rapid fire auction, amazing performances and Yokai Watch characters as hosts.

Magicians are not always about tricks. Mostly, it's slight of hand and what a treat because we got to see a tournament for it! They were so fast and amazing~ The booth that held the tourney was Runit Decks who were also enthusiasts and card collectors. They sell online imported playing cards and they brought quite many for the event. Such beautiful cards!! *heart clenches*



Onstage was our friend, Earl in his Komasan onesie and his co host in her Jibanyan onesie. They brought the stage activities fun and excitement while many were focusing on their own card games.

On one side of the hall was several tables for Magic the Gathering players playing for Neutral Ground Philippines' tournament. Courtside was on the other side of the hall belting out a number of games (Pokemon / Wixoss, Cardfight! Vanguard, Weiss Schwarz / Buddyfight and Yu-gi-oh!). That was fun to watch... if only I had a deck...



THEY WERE GIVING OUT DECKS to winners of tournaments and guess what, no I didn't win one. But there were a number of bring-me games to get you excited and pumped!

Besides, we haven't even started talking about the cosplay competition! This competition was unique as the organizers made it so that only card-related costumes would be allowed to join! (cont.)

(cont.)

They offered a 10,000 Php prize for the best card category cosplayer. This was won by the cosplayer of Gisela from Wizards of the Coast card game.

One that might have stolen the show is the auction. This is the first time I've seen an authentic rapid fire auction (must watch: Storage Wars). Unlike traditional con auctions here in PH where buyers shout their price, Joel Delos Santos, President of Antipolo Cosplayers Assoc. Inc. and Official Auctioneer of Hobbiworx, performed wonderfully.

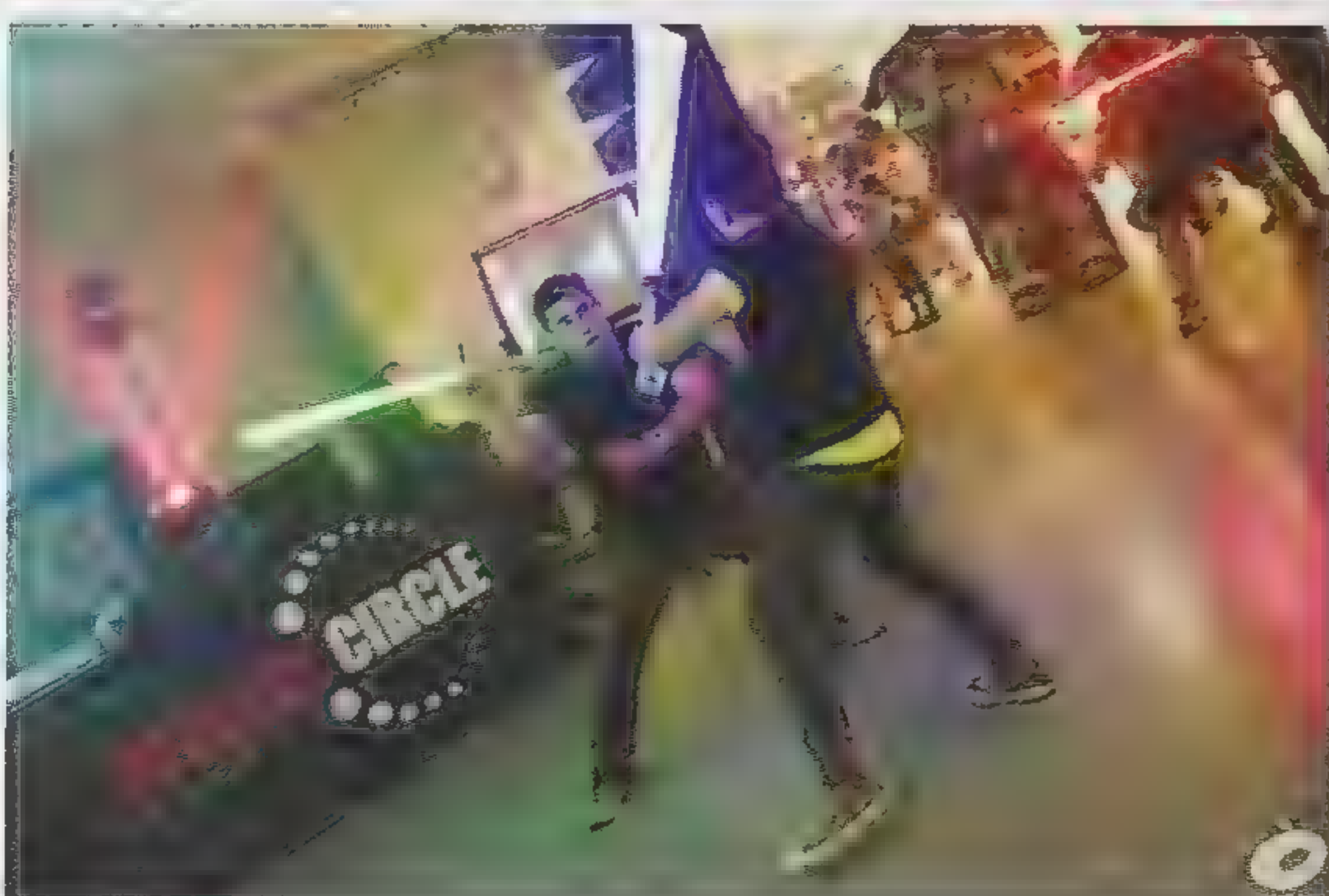
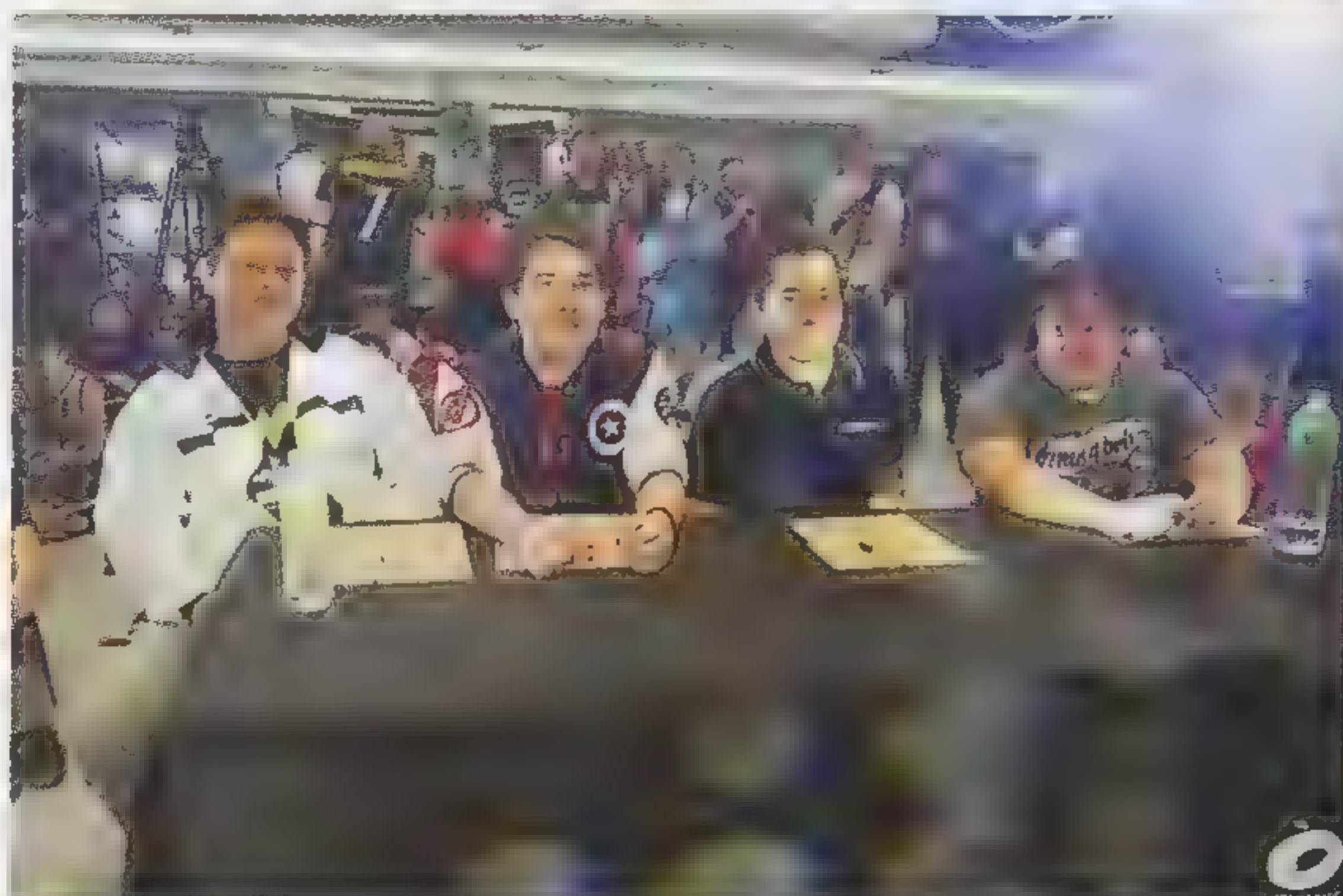
Personally, I bid on many items but the price went up and up. I only got to get an owl plushie. It looked very similar to the owl characters from Haikyuu. One shop with too much plushies kept putting their items for bidding and many buyers got strangely interested. For a card game event?

The event also had a lightsaber demonstration. The group sampled a few of their fight sequences which were all dangerous and exciting.

The food booths were lacking but enough. There were I remember just 4 food booths?

Moving on, the event as a whole was smallish in comparison to other new events. Only because there wasn't much booths and card games to go with. Card games need more players in this country for this event to have some steam. However, if being a small event is their thing, they did well. Many con-goers enjoyed the event as much as I did. There were many gamers hunched over on their games. Many families too. Dads who brought their children to play, adults who are more into this that I expected (no wonder game cafes are trending) and teens who have more expendable lunch money to spend on new decks.

Thank you Perfect Circle and see you hopefully for the next CARDCON



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SINNICH

by kandy



Hokusai Manga 10: "One-hundred faces", 1819

Hokusai Manga and Manga Today

If you know The Great Wave print (Under a Wave of Kanagawa, *Kanagawa Oki Namiura*), you would notice that the wave is coming from the left. This is one of the traits that made this work popular: the unconventional left-to-right movement. The artist, Katsushika Hokusai, who created it around 1830-1834 also produced *Hokusai Manga*.

Hokusai named his collection 'manga' is written with two characters: 漫 *man*: diverse, random and 画 *ga*: line drawing, picture. The term was used to indicate a wide assortment of drawings, broadening the scope of *ukiyo-e* while pictures with a comical orientation were *toba-e*.

A travelling exhibition, *Manga Hokusai* that introduces some of the similarities and differences between modern Japanese manga and Hokusai's manga has come to Manila.

The full title of the exhibition, *Manga Hokusai Manga: Approaching the Master's Compendium from the Perspective of Contemporary Comics* is long but the idea was putting Hokusai at the center. The center of two *Manga*: the *manga* that he has created and the *manga* that we know today.

Manga Hokusai Manga opened in June 17 at Rizal Library Special Collections Building in Ateneo de Manila University. Ateneo Art Gallery hosted the exhibit and the following lectures: the director, Dr. Jaqueline Berndt's *Exhibiting Manga*, Tintin Pantoja's *Making Manga* and Dr. Karl Ian Uy Cheng Chua's *Manga* and the 'Manga-esque'.

Thanks to The Japan Foundation, Manila, we were invited to promote the event and have this post event article! They gave us a booklet about the exhibit and flyer with the lecture dates!

Hokusai is a highly celebrated artist thanks to his many outside-the-box works. He is widely studied in Asian art appreciation. Even the director of Ateneo Art Gallery mentioned coloring in Hokusai block prints during her student days.

It made sense that there would be literature about the artist and some manga!

In 1970s when manga had matured economically and culturally, Hokusai became a character in many *gekiga* (dramatic graphic narratives and *seinen*; manga for youths). The exhibit featured six manga portrayals of Hokusai. Many of which widely show him as an old man. Many artists not only told his story but also those around Hokusai: his rival, Utagawa or Ando Hiroshige (1799-1858) and Sugiura Oei, Hokusai's third daughter.

Manga like Ukiyo-e

Ukiyo-e ("pictures of the floating world"), the art of the common people during the 18th and 19th centuries seemed to have inspired or anticipated comics-specific techniques:

Symbolic Lines. Without needing to bring up a sample panel from a contemporary manga, you should know what we mean by this. Motion or impact lines almost help the reader tell where the action/ impact is coming from/ to. In collaboration with Bakin, Hokusai employs in their illustration light streaks that suggest the spiritual power of the sorcerer monk (below).

Balloons. In *ukiyo-e*, the most use balloons had was for dreams or reveries in form of text or pictorial representation.



Kyokutei Bakin (author) and Katsushika Hokusai (artist), *Crescent Moon: The Adventure of Tametomo*, 1807[-1811]



Paneling. Yet, even more than speed lines and balloons, it is the pictorial sequence that distinguishes modern comics. In the Hokusai Manga, 14% of all pages are subdivided into at least two frames.

Eye Size. Contemporary manga is identified worldwide by wide-eyed characters. Nakama Ryo's series *The Story of Isobe Isobee* suggests that the key to an enjoyable manga lies in narrative setting, diction and cultural references, less in pictorial and character style.

The Experience

The exhibit itself was somewhat like a manga split into 4 parts or chapters. From the man, Hokusai, his works to then works of him. At one corner of the room was a small reading area set up by The Japan Foundation, Manila Library with modern manga, illustration books and even *Global Manga Studies Vol. 1* by the director, Jaqueline Berndt.

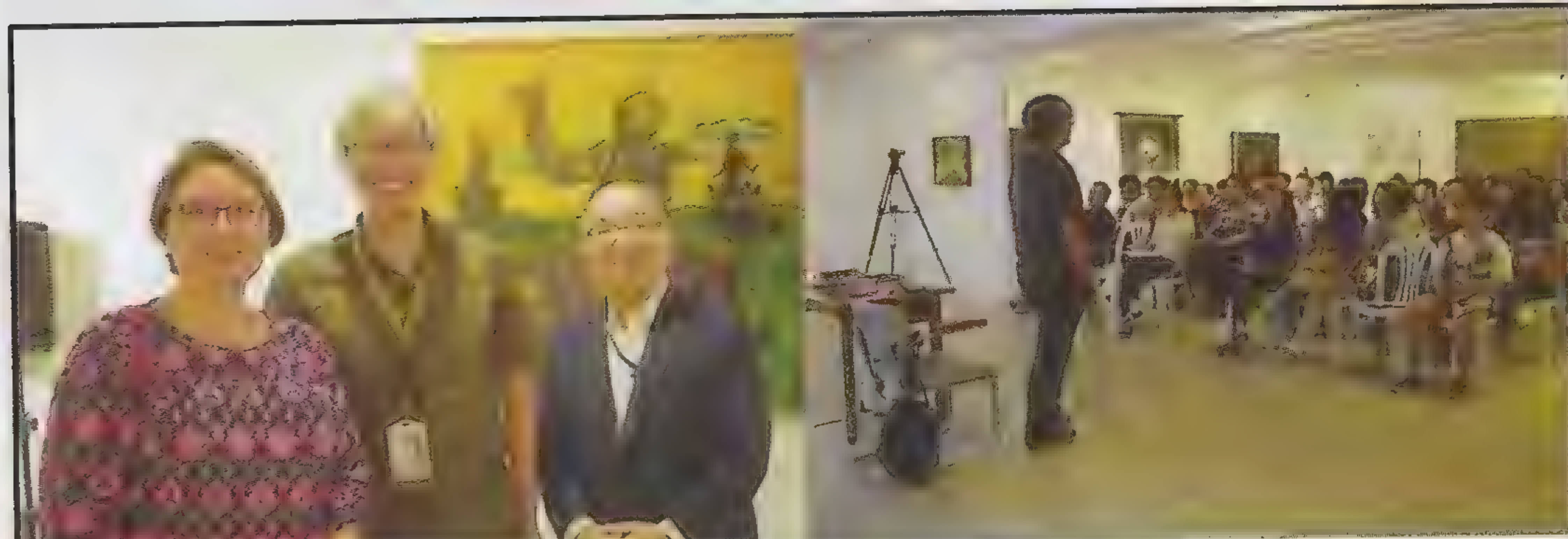
Part 3 was exploring the differences and similarities of manga in Edo period to what manga is now. The last part of

the exhibit was about modern manga and how it is created and celebrated today.

The exhibit also explained that the books, *How to Draw Manga* manuals became a notable part of manga culture since the 1950s. Manga became an almost invitation to turn readers into artists by copying the masters. The rise of fan-made manga publications gave way to the first fan-only convention in Tokyo on 1975. *Comic Market* or *Comiket* host thousands of booths run by individual *dojinshi* artists or circles.. The event annually attracts 500,000 visitors, both domestic and foreign.

Final similarities

While many manga artists are familiar with Hokusai and his *Manga*, their works suggest that it is not aesthetic similarities that link Hokusai Manga to contemporary manga. Instead, it is the cultural potential in drawing and sharing popular imagery. Which is true. Personally, I have understood more of Japanese culture through manga. *Hokusai Manga* provides the "origin" of manga.



For the main part, the exhibit provides an opportunity to explore contemporary manga's aesthetic properties beyond design, style and story. While the serialized graphic novels lack the wittiness of Hokusai, they show an inclination to subcultural parody than how Hokusai Manga focuses on how things are represented.

Finally, just as Hokusai Manga has inspired many rivals, artists and his own daughter into art, modern manga does the same with inspiring *dojinshi* artists! In all, many artists could say Osamu Tezuka to be the father of manga but after the exhibit, manga was definitely alive and practiced well through the Edo-period. The origin of manga would definitely be Katsushiko Hokusai's Manga.

The Lectures

There were three lectures at accompanied the exhibit as earlier mentioned. Sadly, the team was not able to attend the first lecture, *Exhibiting Manga: Intentions, Difficulties and, Potentials* by Manga Hokusai Manga's director, Dr. Jaqueline Berndt.

Making Manga: Basic Manga Creative Process Workshop by Tintin Pantoja of Comic School Manila. The Saturday morning workshop helped many budding manga artists understand and learn about how to create a decent manga (see pages 24-33 of this magazine to see the student works).

Lastly, we attended the *Manga and the 'Manga-esque': Shifting Definitions and Perspectives* by Dr. Karl Ian Uy Cheng Chua. He tackled what manga and comic is and where most of the recent art are: the gray area. He pointed out some online artists and even very old comics in the PH!

How about an anime that drew inspiration from a manga? The movie, *In This Corner of the World* (page 38-39) was amazing and I would actually want the DVD and the manga volumes! The animation was drawn and framed as in with the original manga. We enjoyed the exhibit and it was wonderful to experience and learn new stuff. We would love to know more about how history molded the things we are enjoying today!





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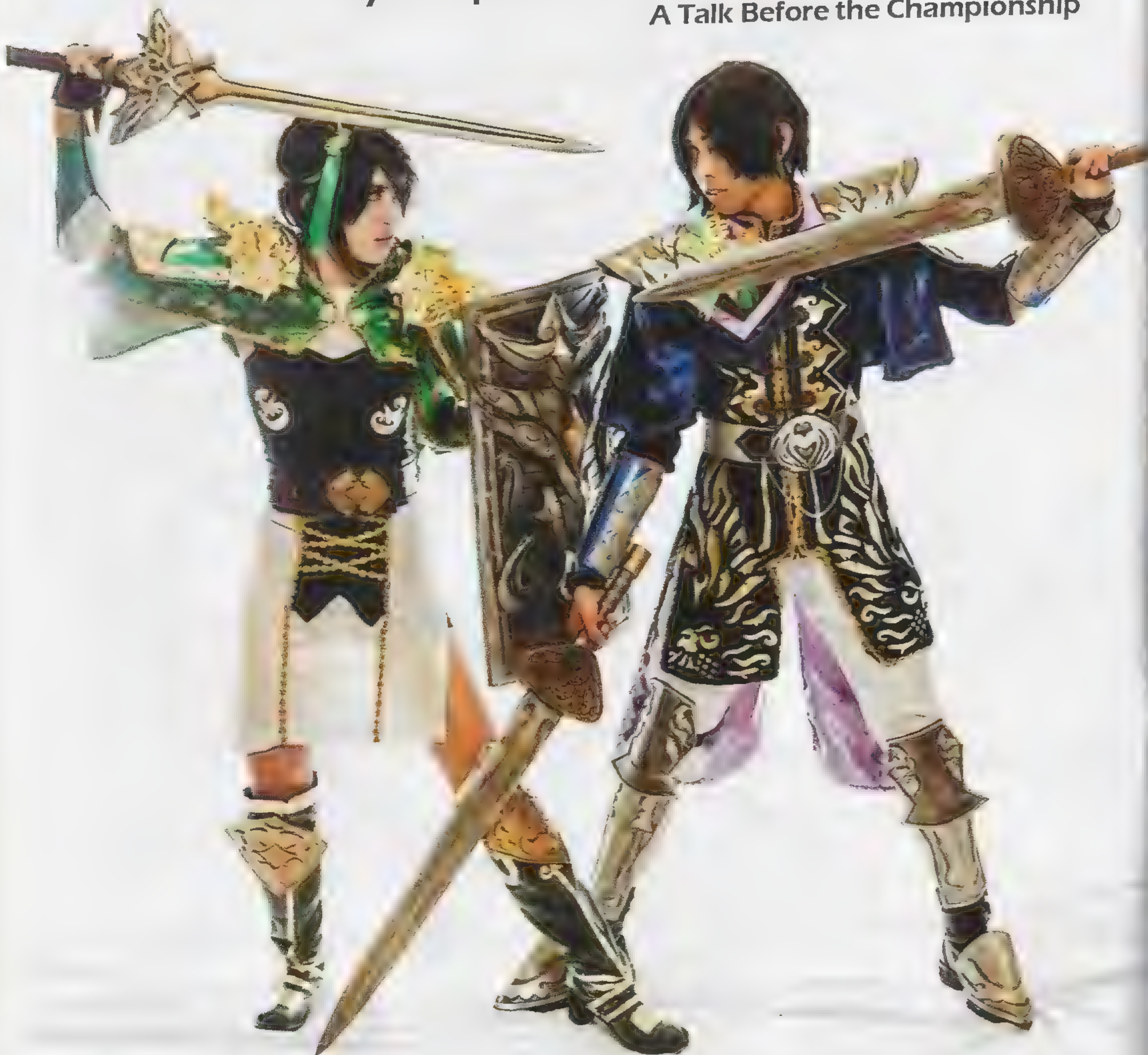
COSPLAYER

The World Cosplay Summit is where more than 20 countries are united in an annual prestigious international cosplay event. Since 2003, the WCS invite representatives from its participating countries to compete and showcase their outstanding performances in the cosplay holy land: Nagoya, Japan, while also gaining special international friendship amongst each other. Due to its large scale, to win the championship in WCS might just be the biggest dream for any cosplayer out there.

Interview by kahlua
photos by Giro

Team Symphony of Swords

A Talk Before the Championship



This year in the Philippines, seven finalists from Bacolod, Bicol, Davao, Manila, and Zamboanga battled for the ticket to become our country's pride in Japan. The national qualifier was held during the Toycon x PopLife Fan Xperience 2017 (ToyCon 2017) at the SMX Convention Center in Pasay City last July 2. After being meticulously rated by the judges, the honor of representing the Philippines was won by the Zamboanga representatives, Team Symphony of Swords (Team SOS).

Team SOS is composed of the couple John Daryl Pioquinto and Lara Florentes who have been doing cosplay together for more than three years. So a few weeks before they fly to Japan, Otaku Asia had the chance to chat with these inspiring pair of cosplayers.

LARA & LYLE

OA: How long have you been doing cosplay (individually and together)?

Lara: I started cosplaying since Feb 2012 at an event held here in Zamboanga called Movie Mania. Together, well I think it was somewhere around late 2013 or early 2014.

Rylle: In my case i just started cosplaying around 2014 in a group photoshoot of God Eater.

OA: What was the first character you ever cosplayed for a competition?

Lara: My first ever competition was from the event of Mindanao Cosplay Summit - ZamPen leg. I was cosplaying as Tifa Lockhart from FF7 Advent Children together with a friend of ours named Ben, cosplaying Loz.

Rylle: The first time I joined in a competition was just last year MCS. I cosplayed Dark Link from Hyrule Warriors.

OA: Most of the competitions you've joined is in Mindanao, right? Have you already visited Metro Manila way before just to join some events solo or as Team SOS?

Rylle: Yes, most of the competitions I joined was in Zamboanga. I also tried joining solo competition in Davao. But never tried in Manila [before this year's national qualifiers for WCS] since I'm not familiar with the place.

Lara: : I've been to Manila and Davao as a cosplayer and spectator in several events, I have never joined solo competitions in places outside Zamboanga.

Together, this is our first time competing in Manila as Team SOS. Last year, I was with a different partner (Ben) and competed in Davao for WCS Mindanao. Rylle was with us that time in Davao as a spectator and our assistant. Unfortunately, we didn't make it to the finals, so Rylle and I planned ahead that it would be the two of us competing for 2017.

OA: Does that mean that the WCS is the first ever competition of Team SOS?

Both: Yes. :)

What really inspired me to go further into this hobby is that I can be a different person and be able to act out of my own character.

-Rylle

OA: Individually, have any or both of you previously won any other awards in cosplay?

Lara: : I don't know if last year is counted, but last year's pair competition for Zamboanga representatives was

where Ben and I [joined] as Loz and Tifa (respectively). It is the first award that I had with Ben.

Rylle: I won last October for a solo competition that was held in my school. I was cosplaying as Ookurikara from Touken Ranbu with two of my friends acting as a villain and stage ninja for my performance.

OA: What is the story behind your cosplay team name?

Lara: We wanted to have a team name that would be fitting for our characters and props and would be catchy with just the initials so we had to put "Swords" on our team name. At first we wanted it to be "Storm of Swords" but then it's one of the books from Game of Thrones. So rather than "Storm", we changed it to "Symphony" because the sounds the swords make in a battlefield is almost like music.

Team SOS @ WCS

OA: What made you decide to choose characters from the game Dynasty Warriors 8 to portray?

I'm (Lara) a fan of Dynasty Warriors since it came from the PSP, then started playing it on PC too. And then we became inspired by our mentors, the previous representatives of 2015 senpai Ping and SJ who also cosplayed from the same series, so that gave us a push to cosplay those characters.

OA: Then it's like you've been preparing for this since around the time of WCS 2016?

Yes~ we've been doing extensive research, watched a lot of WCS videos, and planned out how our performance would be on stage. We even asked for help from our relatives and friends on those how-to's and other information about crafting.

We were quite confident that our costume gave us an advantage in mobility for our performance.

-Lara



OA: What do you think made you special or ahead among all the other contestants in the national qualifiers?

Hmm.. the only thing we are confident [of] is our skit. We really didn't have confidence on our overall costume and props, because we know that Zamboanga City has limited materials for costumes and other effects that the other contestants had. However, we were quite confident that our costume gave us advantage to mobility for our performance.

OA: Regarding your skit, I heard that you record your voices personally, including all the other added effects. Who comes up with the sequence of your skit?

It was actually the both of us. We brainstormed ideas that cross our mind then try to apply a certain scene to another then build up the scripts on what to say and what to do. So yes, it was our own voices that we recorded throughout the entire audio. We had those cringey moments where we hear our own voices.

We had to repeat the lines over and over again just to get the best sequence and voice.

Just here in the Philippines, and competing with other cosplayers, we were already swept over.
-Team SOS

OA: Right now, how are you keeping up with the preparations for the upcoming championship?

We are having quite a hard time because of the short amount of time left for us. Compared to the other countries who had their representatives ready many months before WCS. And of course the pressure is on for us as representatives of the Philippines now. We have to do most of our costumes back from scratch again. Rylle: In my case I just started cosplaying around 2014 in a group photoshoot of God Eater.

the pressure is on us as representatives of the Philippines. We had to redo most of our costumes from scratch.

OA: [To Lara] Did you travel Pagadian and Zamboanga back and forth right now (during the time of interview) all for the preparations?

Lara: Yes, I travel every weekend 8 hours back and forth just to help out with the preparation back in Zamboanga. I also brought some of our stuff with me to Pagadian so [for] the remaining time I have left after work, I get to work on other things so our time won't be wasted.

OA: How do you feel that you are going to represent the PH in these wide-ranged international competition?

Its an honor, really. Haha! But seriously, we're just the same person, the same cosplayers back in Zamboanga despite being the representatives of PH. We just never really expected to become what we have today. We're excited and pressured at the same time. Really overwhelmed by the other international contestants. I mean, just here in the Philippines competing with other cosplayers, we were already swept over; and what more for the others internationally. Really pressured and nervous for what's going to happen when we get there.

It has also been our biggest dream to be in Japan. So we're happy at the same time to have this opportunity and a blessing given to us.

OA: For the championship, what should we look forward to on your performance? Can we have a bit of a spoiler?

Hmm.. there would be just a bit of changes in our performance. Something that we were known for back from last year in Davao when it come to skits. I hope we could pull it off because it's going be quite a risk.

Deeper Into Cosplay

OA: What inspired you to start your cosplay journey?

Lara: For me, I've always been fond of playing Video Games and reading fictional books and manga. I've always had that feeling of wanting to be a part of those worlds. So when I started cosplaying, that was the time I felt that I could fulfill that feeling.

Rylle: Before I was not even confident to try cosplay cause insecurities (how i look) hold me back. But when I got invited to a photoshoot of a game I used to love (God Eater Burst), it convinced me to try cosplaying. What really inspired me to go further into this hobby is I can be a different person and able to act out of my own character.

OA: Can you share the most memorable thing that happened since you joined the cosplay community?

Lara: I guess when they featured me and other friends on TV featuring an online shop I had back from 2013. My relatives and other friends outside the cosplay community just found out that my hobbies included cosplay and that they barely even recognized me with all the wig and makeup and stuff.

Rylle: [When I] was able to meet my girlfriend. Having the same hobby is a great thing for couples since one wouldn't be out of place.

I've always had that feeling of wanting to be a part of those worlds. And when I started cosplaying, that was the time I felt that I could fulfill that feeling.

-Lara





OA: What are the best things that you learned in doing cosplay?

I think the best things that we learned in cosplay are to gain new friends who share the same interests with you, acquiring skills and talents that you never even thought you had in you, achieve the things you desire most without the need to hurt or step down to anybody and lastly to have fun and love what you are doing.

OA: Do you have any message for all the new cosplayers out there or those who also wants to start doing cosplay?

Lara: To all new cosplayers out there, just keep your heads up. Never ever think that you don't have the potential, because all of us can be that someone you dream to be. All of us can grab opportunities to make that dream come true. The key is just dedication, passion and fun. Don't mind what other people might say negative about you. All that matters is that you have faith in what you can do. And of course have faith in God, because miracles and blessings do happen.

Rylle: Cosplay is a great thing to get you out of your shell. Don't ever think you can't cosplay for how you would look or how people will judge you. As long as you are happy and not able to step on someone, then continue cosplaying.

...the best things that we learned in cosplay are to gain new friends who share the same interests with you...

-Team SOS

First and foremost, we'd like to thank God. We know that He's the one who's guiding us and had blessed us all throughout. Second, our best friends Earl, Ben, and Arvin who really were there to cheer us up and give their full support. Third our mentors: previous representatives SJ and Ping, Yukari and

Gomer, Angeleah; our senpais from CDO North and Eugene who were guiding us all the way. And lastly our relatives, friends and fellow cosplayers who really gave their support and pieces of advice from them.

Special mentions to the Davao cosplayers especially Team Tibay, Zamboanga Cosplay Community, Ambox Davao, Ambox Zampen, our new friends from the competition Crystian, Ahmed, Albert, Paul, Yuki, Lorie, kuya PJ and Leo, Sho and Don thank you so much for the great time!



My Favorite...	by Lara	and Rylle
Anime	Angel Beats ♥	Definitely Death Note
Manga	Shingeki no Kyojin	Fairy Tail, Noragami and HunterxHunter
Character	Female Commander Shepard from Mass Effect series	Feitan of HxH
Game	Horizon: Zero Dawn	Horizon: Zero Dawn
Movie	Fireproof	Fireproof
Non-cosplay-related Hobby	Reading books, Biking,	dancing, paper craft and playing video games

On a side note, we can't help but notice that these two are seriously #relationshipgoals. They are together for three years (and counting!), and guess what? The time they got together was was also that time during Rylle's first cosplay in God Eater Burst photo shoot.

The way how Team Symphony of Swords gives their best effort for this competition is what makes them most admirable and deserving to represent the Philippines. It is great to emphasize also that since PH started to join WCS in 2013, all our representatives came from the land of Mindanao now Team SOS still continuing the legacy.

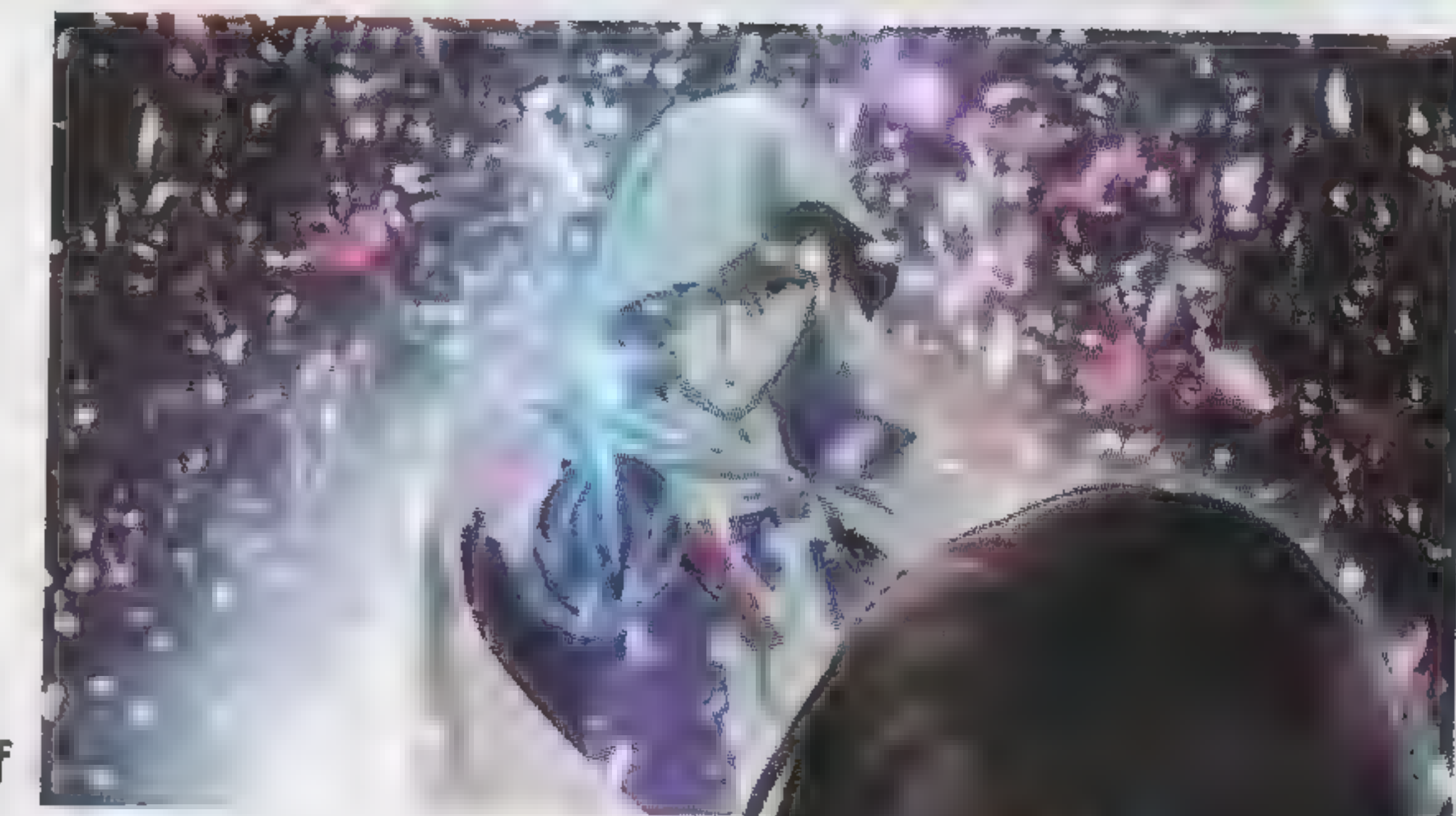
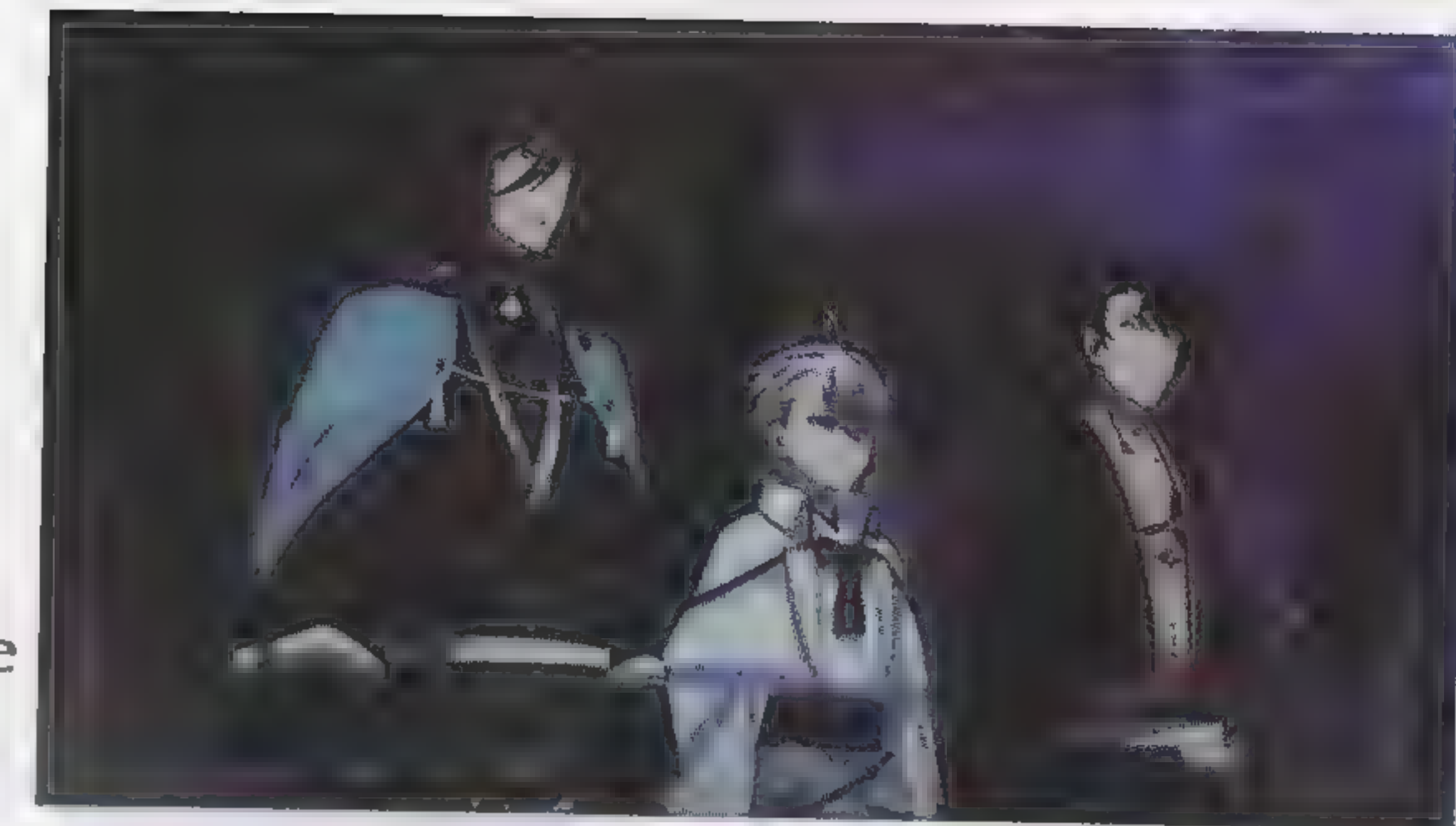
Team SOS will be joining the World Cosplay Summit for the championships on July 29 to August 6 at Nagoya, Japan.



If you're into good-looking anime boys, you've probably played Touken Ranbu. Hours upon hours collecting handsomely anthropomorphized traditional Japanese bladed weapons, figuring out the controls despite not knowing a lint of Japanese writing systems, spending a few bucks for the pay-to-win route (or to just simply buy your husbando) - admit it; you were hooked. So, are you still hooked, or have you been eaten by Fate/Grand Order's English version? Well, regardless of whether you still play the game, stopped, or haven't played it yet, one thing's for sure: the anime adaptation, Katsugeki: Touken Ranbu, is excellent.

For those who are getting into all things sword boys-related just now, Katsugeki: Touken Ranbu follows the same premise as the game: a sage, *Saniwa*, goes back in time, specifically the Tokugawa era, to ensure that Revisionists, a malevolent force that seeks to alter Japanese history, ultimately fails. However, while he is included in the cast, the central characters are Izuminokami Kanesada, or more conveniently known as Kane-san, and Horikawa Kunihiro. Together, they do their best with the help of their master and sword boy-friends (pun half-intended), of course.

Being an ufotable project, the same studio that brought us Fate/Zero (reference intended), the show has one of the best visuals among recent anime, or even throughout the entire history of anime. By that, I don't just mean the bishounen blades, but also - and more importantly - the backgrounds that give you that old Japan feel, the effects, and the smooth animation, which shines in the intense and elaborate battle scenes. And the show has a lot of battle scenes - proof that Katsugeki: Touken Ranbu, while definitely has all these pretty human weapons, is just as shounen as it is your shipping-friendly shounen ai, if not more. Doesn't mean the show doesn't go out to imply presence of ships. It does; it's just very subtle. Anyway, I digress; the point is that the anime has an intelligent plot, and it takes itself seriously without becoming heavy, thanks to its light moments.



Pacing-wise, the show seems a bit slow, as the series takes its time in fleshing out plot points and all other elements related to the storyline and world-building. This, however, is a good thing, as it strengthens the world-building, thickens the atmosphere, and makes the characters more likeable, relatable, and believable in the way they act and interact with the cast.



For the world-building aspect, the series is in a rather interesting yet delicate situation, as it has to be, at the very least, near-accurate on certain historical truths, and at the same time take the liberties necessary to make the show the fantasy that it is. Thankfully, it nails this strange balance, as the show's colorful and magically fictional events weave along the real and, once again, near-accurate historical ones. As for the characters, they're colorful, interesting, unique, and believable. And on top of their personalities, the way they interact with one another, as well as a group, are definitely. Beyond the fan-pairings, they truly act as good friends and a solid team.

While many good things have been said about Katsugeki: Touken Ranbu, and rightfully so, it's by no means perfect. Its downsides, however, stems not from its properties that allow it to stand. Other than its insignificant cons, this one is the most noticeable: other than the usual anime friendship – or beyond friendship, as shippers will likely claim – fulfilling one's duty, fighting for the greater good, and the ethical dilemma of time travel, the show doesn't have much going for it thematically.



Horikawa Kunihiro

[CV Junya Enoki]

- the show's protagonist. Kunihiro is Hijikata Toshizo's wakizashi. Good-hearted yet naïve, he finds it difficult to look away and not help in fear of altering history whenever he sees pain and suffering.

Nevertheless, despite being a softie, he can definitely hold his own in battle.

Yagen Touseirou

[CV Seiichiro Yamashita]

- with his mysterious air, as well as calm and collected demeanor, Yagen is one of the sword boys that are cool. And fast. Very fast.



Izuminokami Kanesada

[CV Ryohei Kimura]

- often referred to as Kane-san by Kunihiro, Kaneshida is a strong and resolute sword who's focused on accomplishing the mission. This, however, makes Kunihiro think that he's cold-hearted, which is definitely not the case.



Saniwa

[CV Junko Minagawa]

- a white-haired young lad with the power to summon swords, he's the master of the swords, the one who gave them their mission. He's sharp, analytical, and intelligent, always has a plan, and looks out for his summoned men, which he sees as friends.



Mutsunami Yoshiyuki

[CV Kento Hama]

- rambunctious and happy-go-lucky, he's the sword of Sakamoto Ryoma, a prominent figure during the Tokugawa shogunate. He's good in battle, but he's pretty conceited. He's also got a gun, because in his time, swords have become impractical.



Tonbokiri

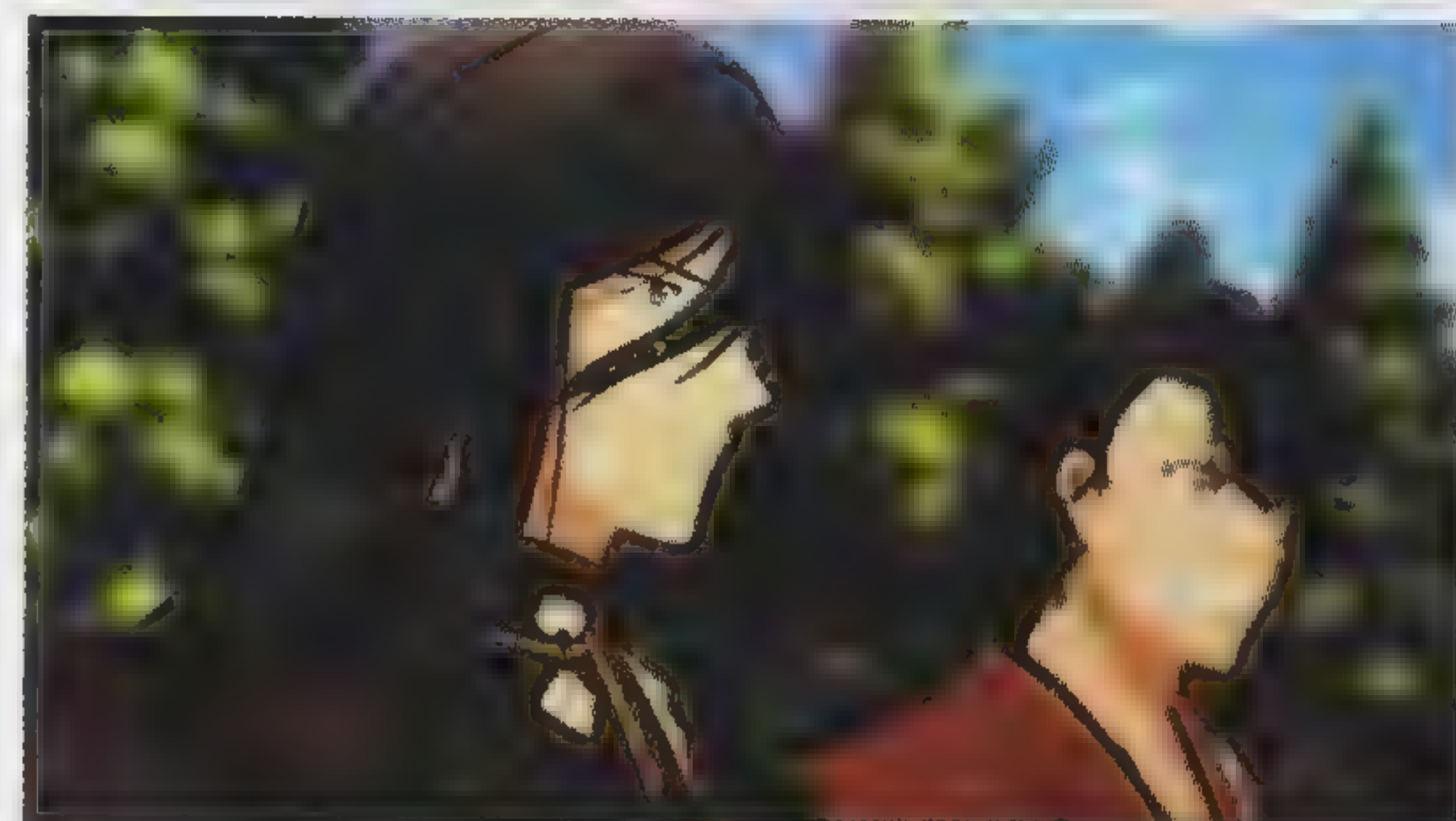
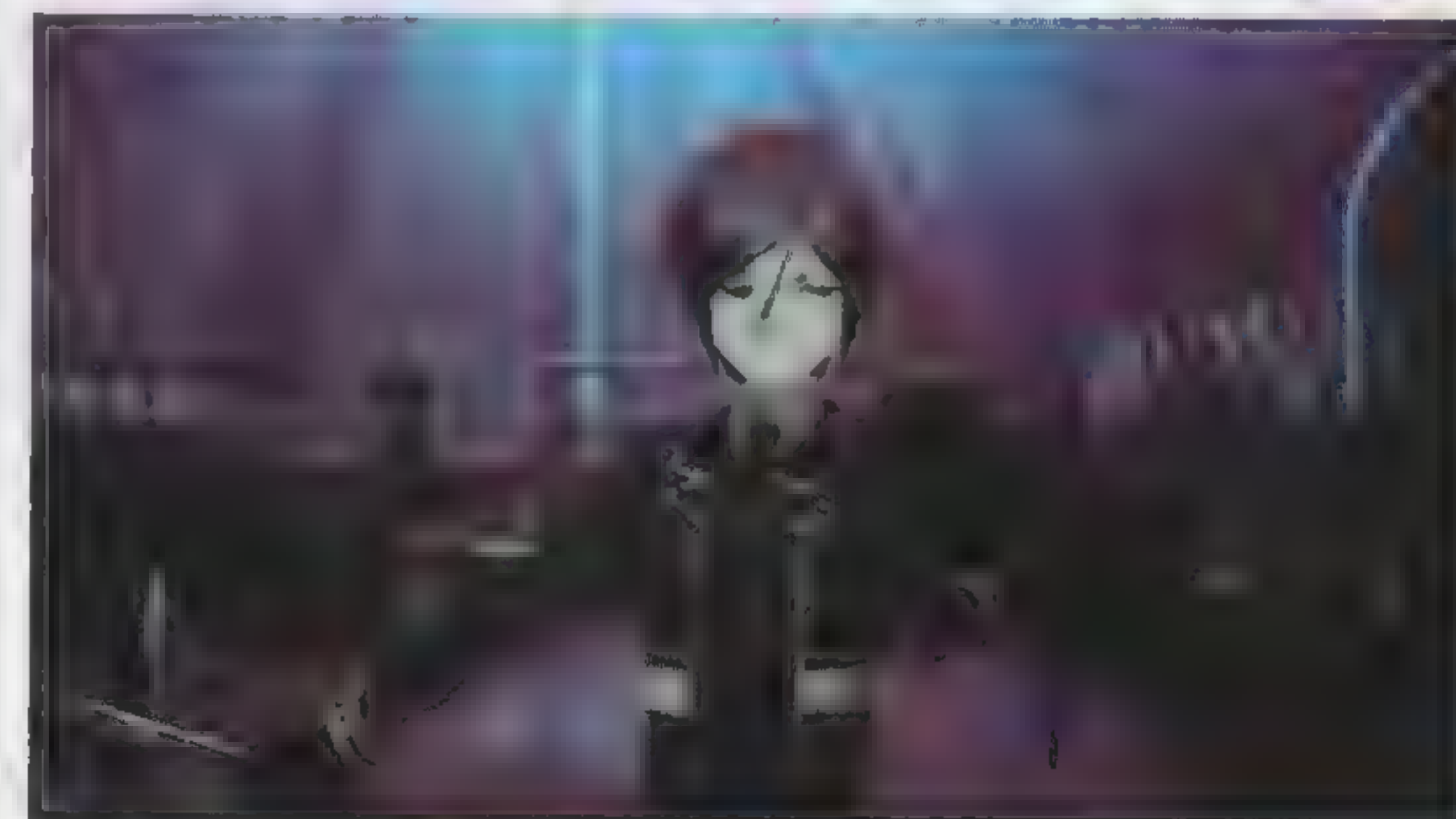
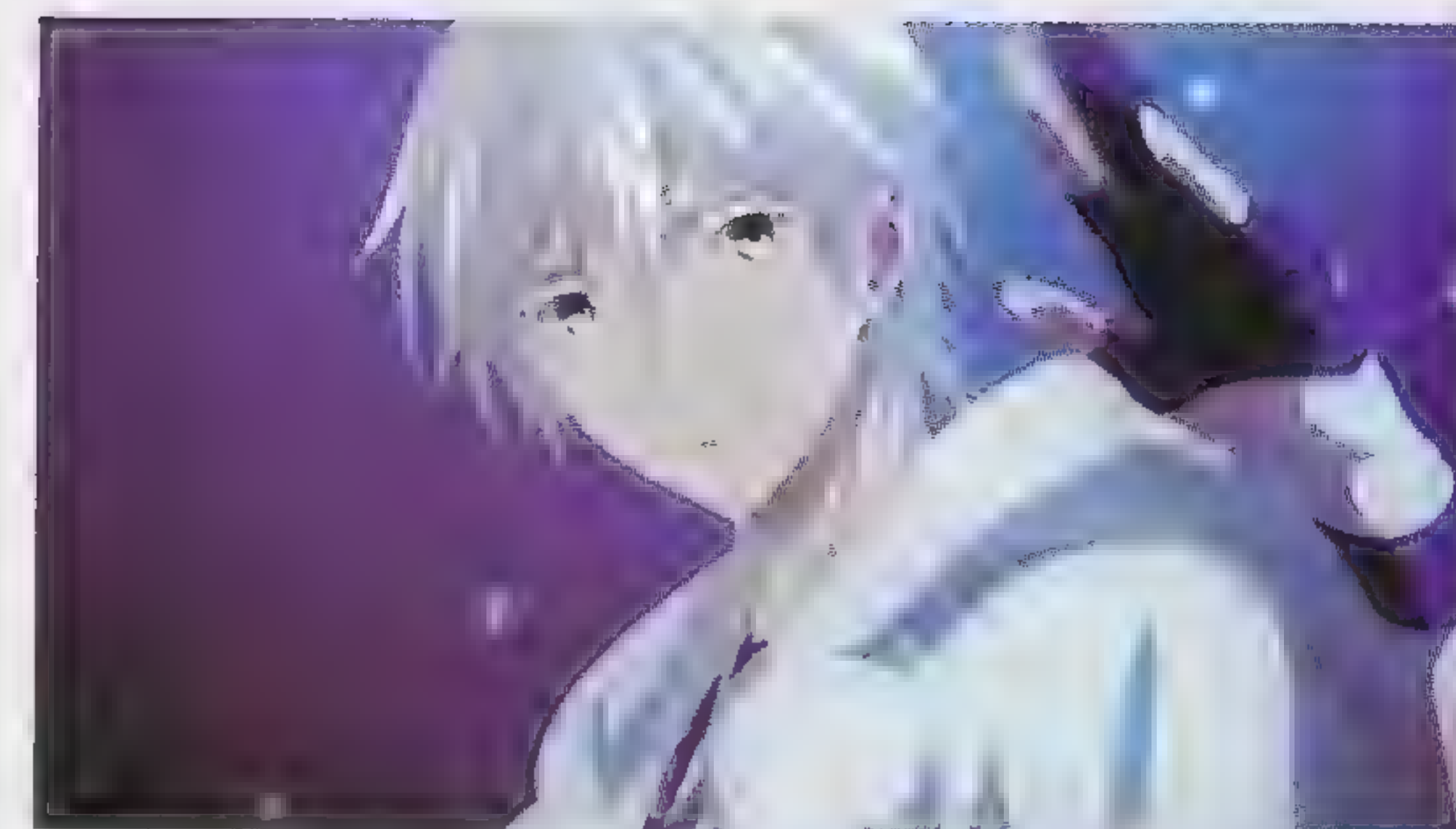
[CV Toru Sakurai]

- according to legends, Tonbokiri, one of the three legendary spears of Japan, got its name because it's so sharp that the eponymous insect once sat on it and was cut in half. Yet despite his name's origin, he's a powerful yet gentle giant. He's also a simple man with simple wants, like Daifuku, to be exact.

Master's Orders

After all, the game's premise was basically an excuse to have bishonen-loving otaku a reason to collect head-turning tools of combat, so the fact that the anime has considerable depth and dimensions is already impressive enough. Any attempt to give the anime adaptation more layers than it currently has can seem pretentious, unnecessarily, and perhaps even ridiculously melodramatic, so it's a good thing the show didn't venture to needlessly heavy territory. Yes, the show is not without flaws, but the biggest one is far from fatal, so the anime manages to just walk it off and rise because of its many other strengths.

After everything that's been said and done, there's no better way to describe Katsugeki: Touken Ranbu as an accurate, grandiose, and serious headcanon of the game that goes beyond flavor texts, tooltips, the original plotline, and even fan-pandering without being unfaithful to the source material. As a result, it manages to be an unexpectedly good anime that is recommended to action-fantasy anime fans, regardless of level of knowledge in all things Touken Ranbu, and gender. Especially gender.





CHARACTER BIO

by: lizac 3.0

HEINE WITTGENSTEIN

Oushitsu Kyoushi Haine (The Royal Tutor)

Name: Heine Wittgenstein

Birthday: April 13

Occupation: Royal Tutor

Likes: eating sweets, reading

Dislikes: being mistaken as a child

Close friend: Victor von Glanzreich

Character voice: Keisuke Ueda

Do not be deceived by Heine's looks. Just because he is short and baby-faced, does not mean he is young. Heine Wittgenstein is often mistaken as a child but he is estimated to be nearly as old as King Victor who is probably in his forties already. He has a deep voice, and just one of the few indicators that he is indeed a grown man.

Heine Wittgenstein from the anime Oushitsu Kyoushi Haine (The Royal Tutor) is requested by King Victor von Glanzreich to be the tutor to his four sons. The task seems normal as it is necessary to raise the princes of Glanzreich into responsible future kings. However, it turns out the burden is all on the tutor because of the different personalities and behaviors that these princes possess. Heine steps in, and for the first time, there could be hope that the boys will finally be motivated to learn.

Heine is strict, but he is also patient and kind. He does not let the princes get on his nerves. A long dark past behind him is what made him to be a strong person, and tasks such as teaching children will not make him back down one bit!



YOSHINOYA

Sukiyaki

Japanese hot pot dish served with udon, green beans, chinese cabbage, tofu, enoki mushroom, carrots, & beef slices



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REVIEWS

by Reikisha

CAVORITE, ESPIONAGE, AND THE BLACK LIZARD PLANET PRINCESS PRINCIPAL

In the 19th century, the discovery of a mysterious substance called "Cavorite" allowed the **Kingdom of Albion** to construct a powerful fleet of airships that made them into the world's leading superpower. However, the London revolution split the country into two factions—the Kingdom and the Commonwealth. This marked the beginning of an era called the Cold War.

Five teenage girls are leading double lives as high school students of the prestigious Queen's Mayfair Academy as undercover spies affiliated with the Commonwealth. One of them is none other than the royal princess!

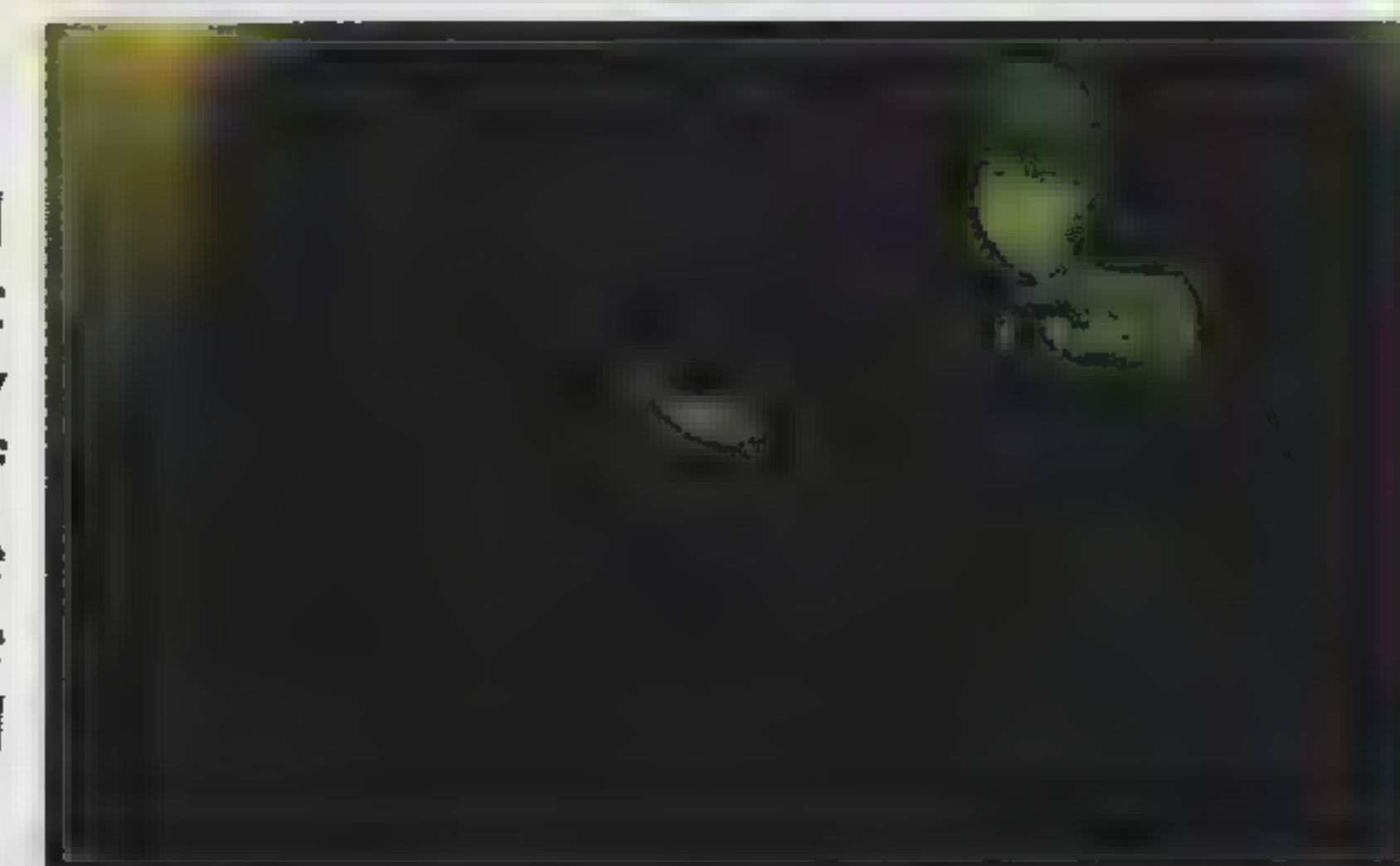
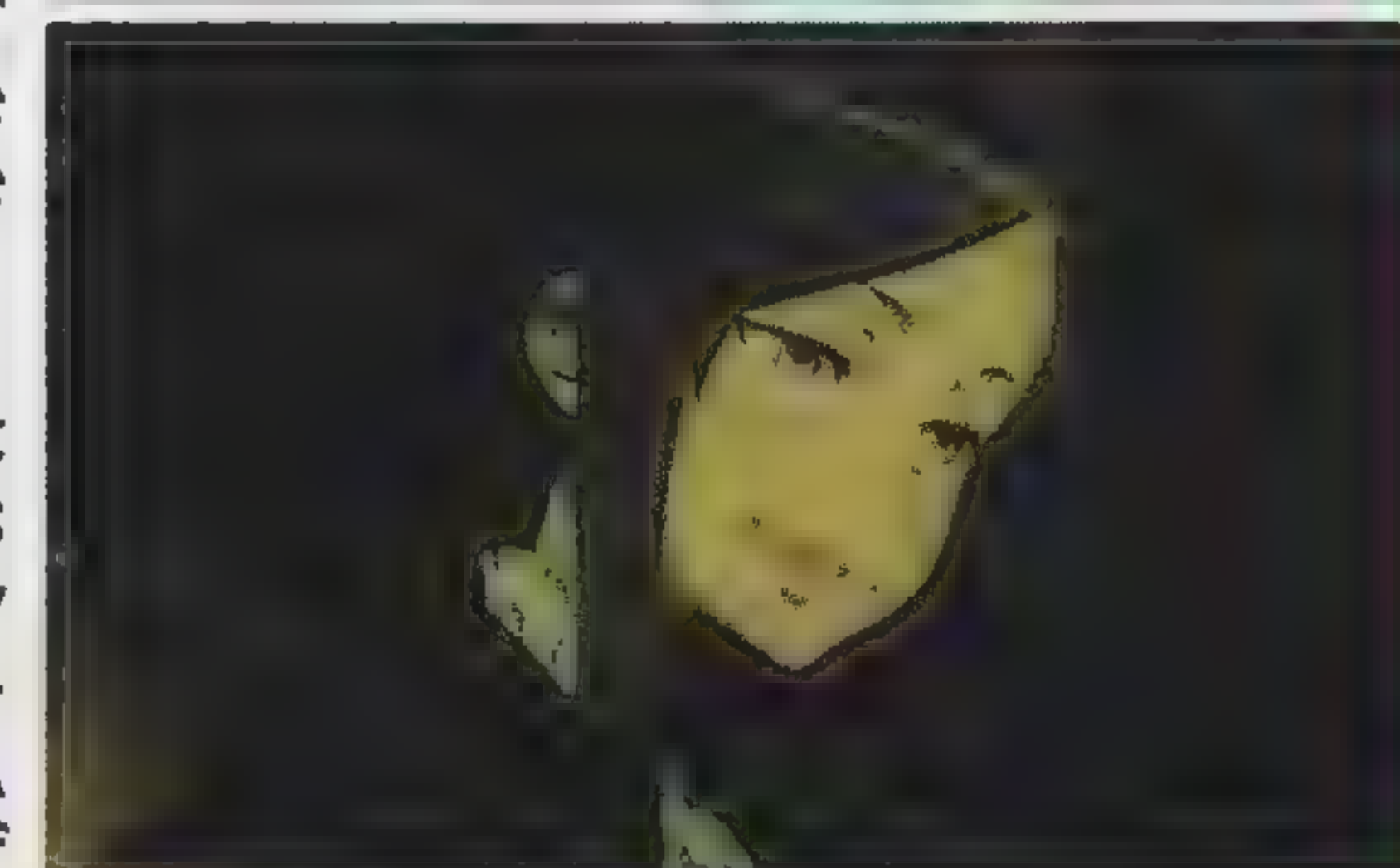
Princess Principal is an original anime project produced by **Studio 3Hz** and **Actas**. The series is directed by **Masaki Tachibana** and written by **Ichirkouchi**. Its first episode was released in July 4 with a total runtime of 25 minutes per episode. A spin-off game titled "Princess Principal: Game of Mission" is currently under development.

Nowadays, original shows like **Princess Principal** tend to be a hit-or-miss. After watching the first three episodes, it is safe to say that the story is pretty solid with a few good plot twists here and there. If you're familiar with world history, you will notice that **Princess Principal's** premise is similar to the geopolitical tension the Soviet Union and the United States had in 1947.

From time to time, the viewer will notice subtle nods from earlier spy fiction such as *The War of the Worlds* and the *James Bond* movies.

This series also subverts the "cute girls doing cute things" trope—which is a really common thing in the anime industry, since these teenage girls will not hesitate to deceive and kill if necessary. But despite that, the main characters are still very likeable. The aesthetics of the series goes well with the musical score composed by Yuki Kajiura, as well as both the opening and ending themes that are sung in excellent English. If an anime series is set in Victorian era London, you will always find yourself finger-tapping along with the catchy jazz music that comes with it.

Is **Princess Principal** a good anime? Absolutely! It might end up as one of the most underappreciated gems of 2017. So please, give this series a try if you're in for something different in your watchlist!





SAIYUKI RELOAD BLAST

by Mikelle

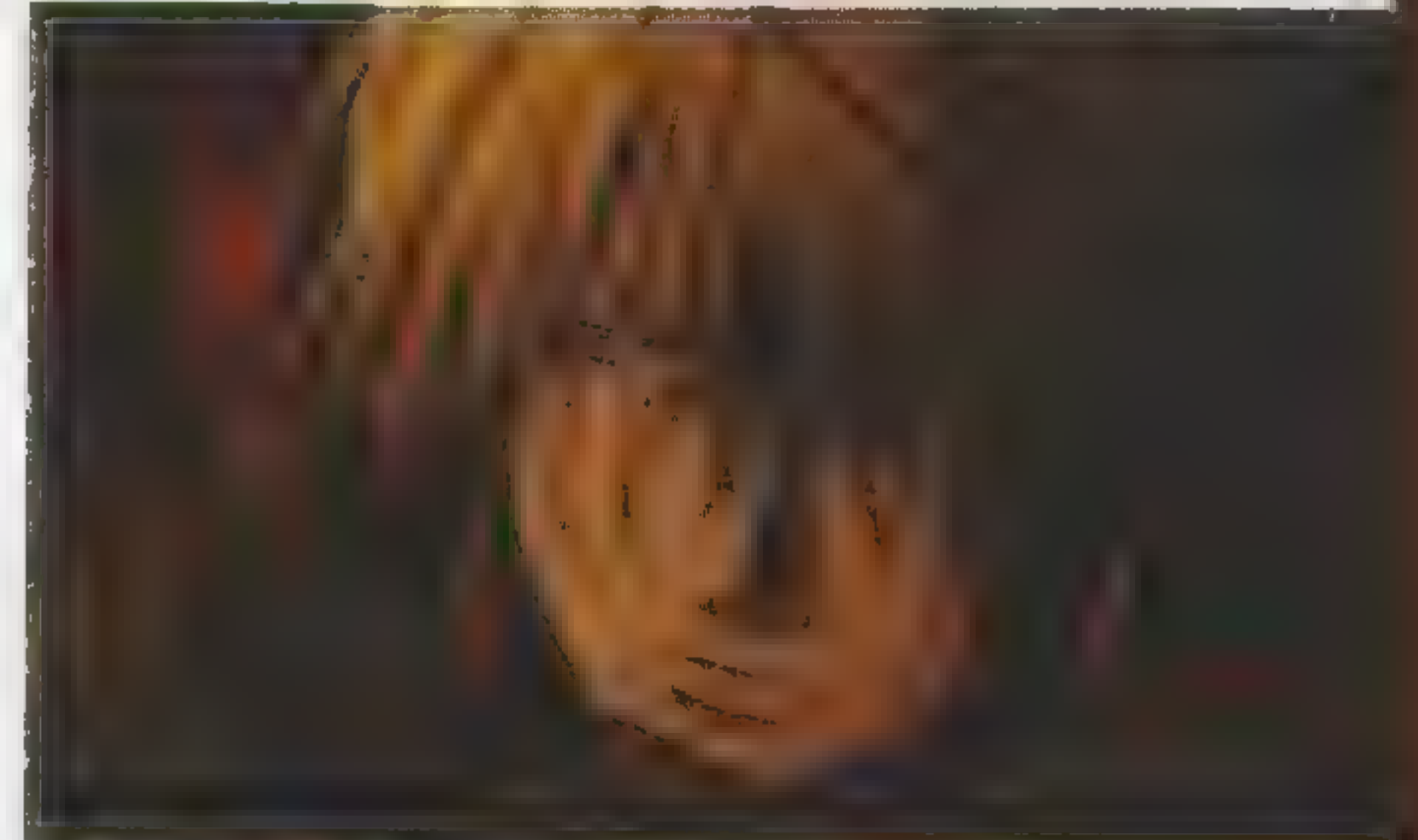
Journey to the West is one of the Four Great Classical novels of Chinese literature and is considered as a world class masterpiece born from the 16th Century. The novel depicts the story of a monk who traveled to India to retrieve Buddhist sacred scriptures while being accompanied by his three disciples and white steed. The pilgrimage is alleged to be a journey towards enlightenment through the virtue of cooperation. The piece has been referenced and adapted throughout the years into various media and literatures. One of the most popular adaptations of which is the Saiyuki series.

Set after the events of Saiyuki Reload Gunlock, the Sanzou's party consisting of Genjou Sanzou, Son Goku, Cho Hakkai, Sha Gojou and the white dragon Hakuryu, has arrived in the foreign lands of India. Their journey and battle against the demons intensifies as they approach their destination.

Saiyuki Reload Blast is an action adventure anime series by Platinum Vision studio which premiered during the summer 2017 anime season. The anime is considered as the 4th season of the series following Saiyuki Reload Gunlock. The anime series is adapted from Kazuya Minekura's manga series of the same title which was originally targeted for the josei audience.

The anime's opening theme is move on!! by GRANRODEO and the ending theme Refrain is performed by Luck Life.

The Saiyuki series has been with use for quite a while now and has enthralled many fans especially those of us who've begun watching since its premiere in AXN some years back. This show is more suited for those who are fans of this classic show, but it is not too late to pick up the series and follow the journey of Sanzou's party.





RACE TO THE BUZZER

by Reikisha

NANA-MARU-SANBATSU

Shiki Koshiyama has always been surrounded by books as a kid. Upon entering high school, he is uncertain if he should try out something different or spend most of his time reading more books for the rest of his high school years. Until one day, Koshiyama was invited by an upperclassman to join the school's unofficial competitive quiz club. Koshiyama initially refused the proposal because it sounds too nerdy even for a bookworm like him.

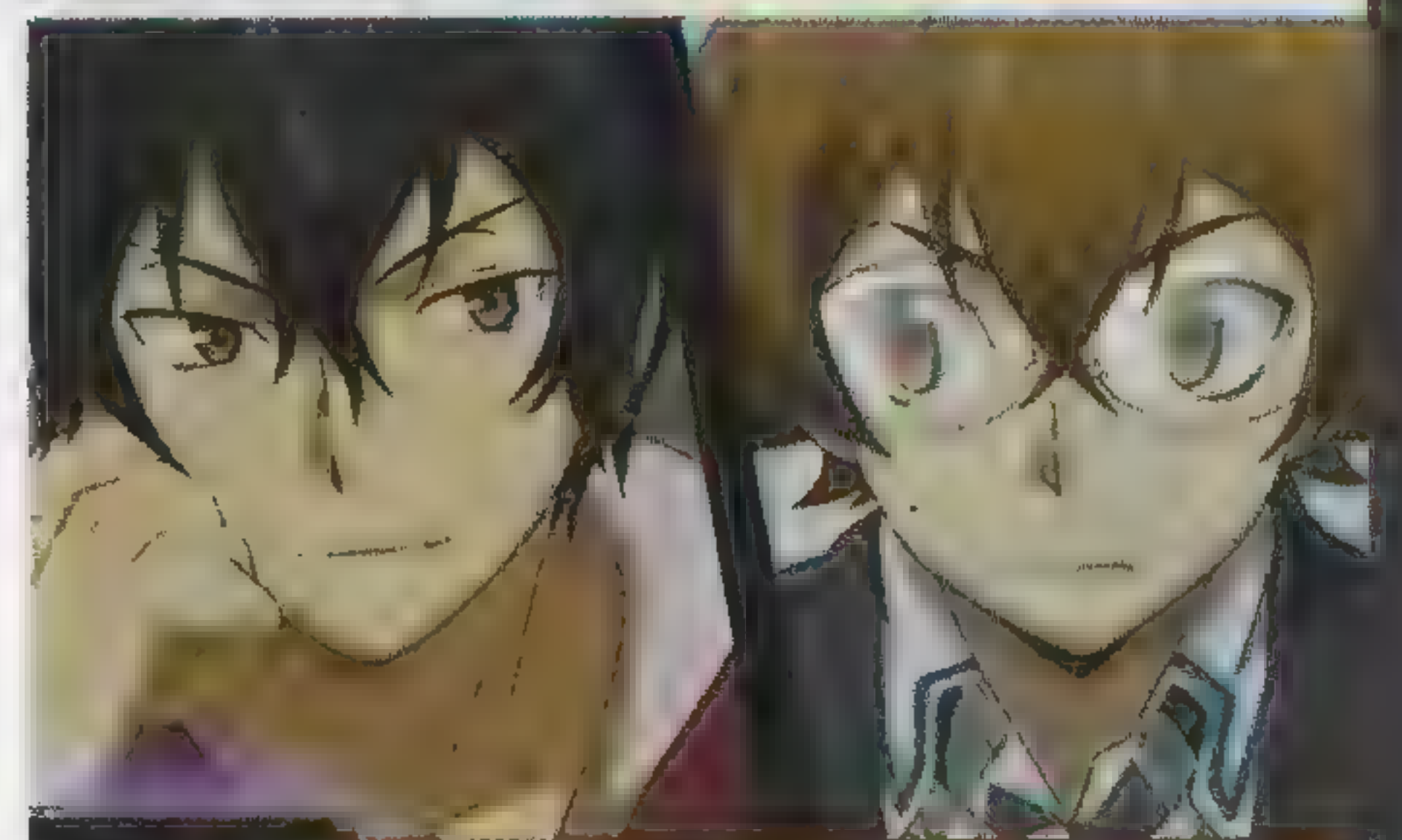
Koshiyama's opinion about competitive quizzes soon changed when he experienced for the first time the thrill of confidently answering a question before his competitors can. It was thanks to **Fukami Mari**—his classmate and expert quizzier, that Koshiyama finally found his true calling. However, Koshiyama will never last long in the world of competitive quizzes just by academic knowledge alone.

Simply knowing the question to each question does not make one a good quizzier, but rather the ability to answer every question ahead of others. The first one to press the buzzer always wins!

703X (or Nana-Maru-San Batsu) is an anime television series adaptation by **TMS Entertainment**. It was based from an on-going seinen manga series by **Iqura Sugimoto** that was published by Young Ace since 2010. The anime is scheduled to run for 12 episodes from July 4 to September 19 this year.

The way competitive quizzes are portrayed in this anime made the series interesting. Believe it or not, the concept of providing a correct answer without listening to the whole question is a real feat that professional quizzers can do, so the viewers are assured that there won't be any exaggerated moments during the competition.

Overall, **703X** is an entertaining series that also doubles as an educational show thanks to the amount of trivia questions the viewers can pick up just by watching one episode. Since this is technically a sports anime, mainstream anime fans might get turned off by how nerdy it is. But just like Koshiyama, there's a possibility that you will come to like the show by the time you start watching the second episode.





KEEP THE GAME CLEAN!

by Ann

KEPPEKI DANSHI! AOYAMA-KUN

Soccer is a contact sport, which means that a player needs to use his body to be able to score for the team, but in this field, one guy stands out wearing cleaning gloves!

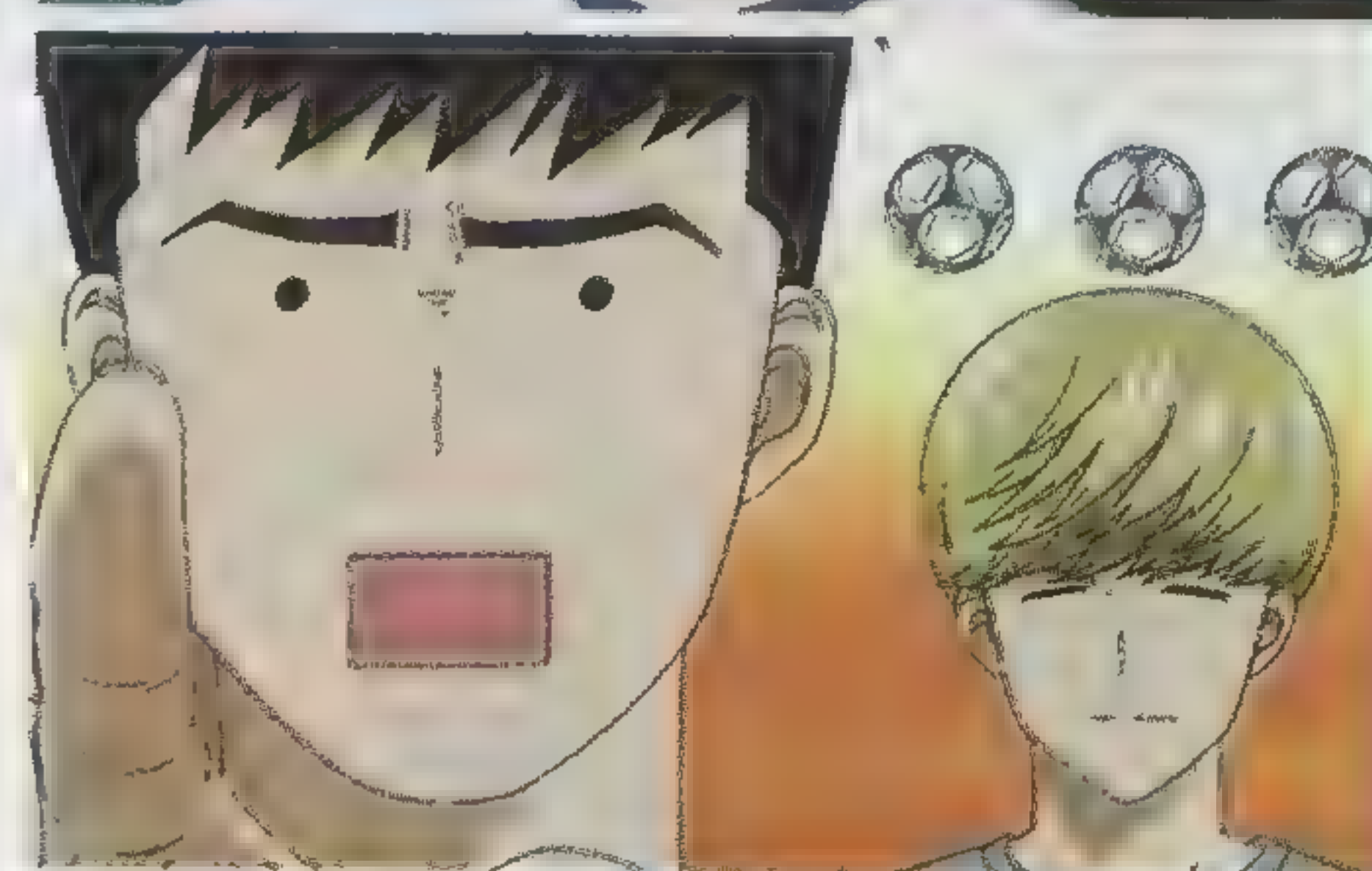
Aoyama is not your average soccer hotshot representing Japan as he's one germaphobe that is astounding in what he does. Despite being a clean freak and being known to dodge people and dirt, Aoyama proves that he is a force to be reckoned with when it comes to playing soccer!

An animé adaptation of **Cleanliness Boy! Aoyama-kun** or **Keppeki Danshi! Aoyama-kun** was given the go signal this July by **TMS Entertainment**, with its director **Kazuya Ichikawa**, scriptwriter **Midori Gotou**, and character designer **Arisa Matura**. **Shueisha's Miracle Jump** magazine had creator **Taku Sakamoto's** manga published in 2014 but it continued in **Weekly Young Jump** in 2015. As of now, the manga is on its way to its 7th volume.

As a sports animé, **Keppeki Danshi! Aoyama-kun** is designed for action, but unlike most in its genre, there is a greater deal of laughter not only with Aoyama's quirky obsession with cleanliness but also the unlikely habits of the characters surrounding him. Honestly, it would be easy to wonder why someone who absolutely hates dirt would play soccer, but this is where Aoyama becomes a great asset to Fujimi High's soccer team.

Aside from the storyline, the animation has great graphics combined with pretty backdrops of the skies every now and then. Even with the transitions to chibi, the attention to detail remains obvious. The music, as expected of **Pony Canyon**, is delivered at the perfect timing and with much energy considering it is from **Bentham**.

One episode is enough to hook you in and see just how far the team will go or maybe how dirty Aoyama's willing to risk to win!





LONG LIVE THE GIRL WITH BLOOD RED EYES

by Ann

JIGOKU SHOJO: YOI NO TOGI

*"Ippen shinde miru?
(Want to see what death is like?)"*

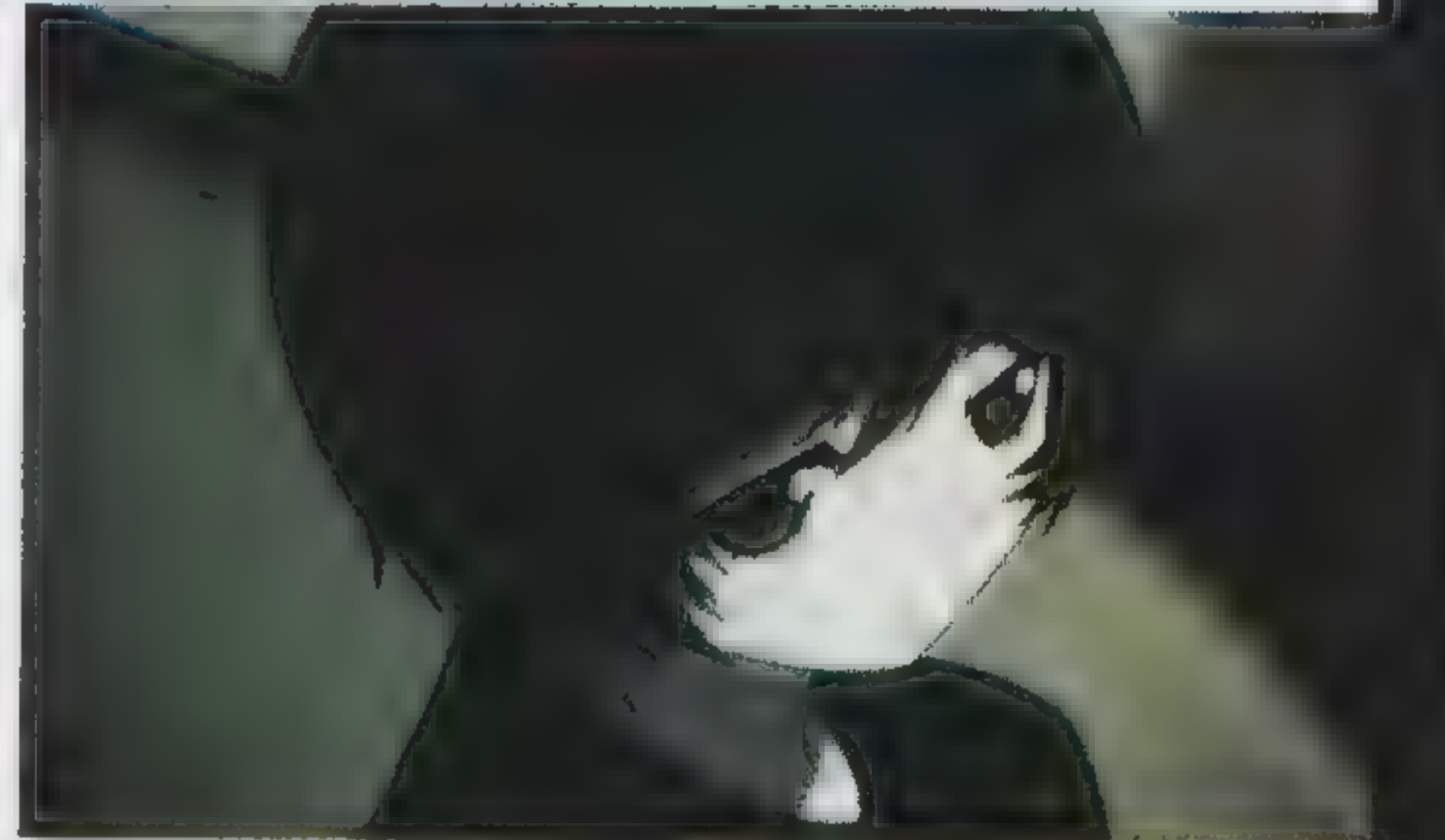
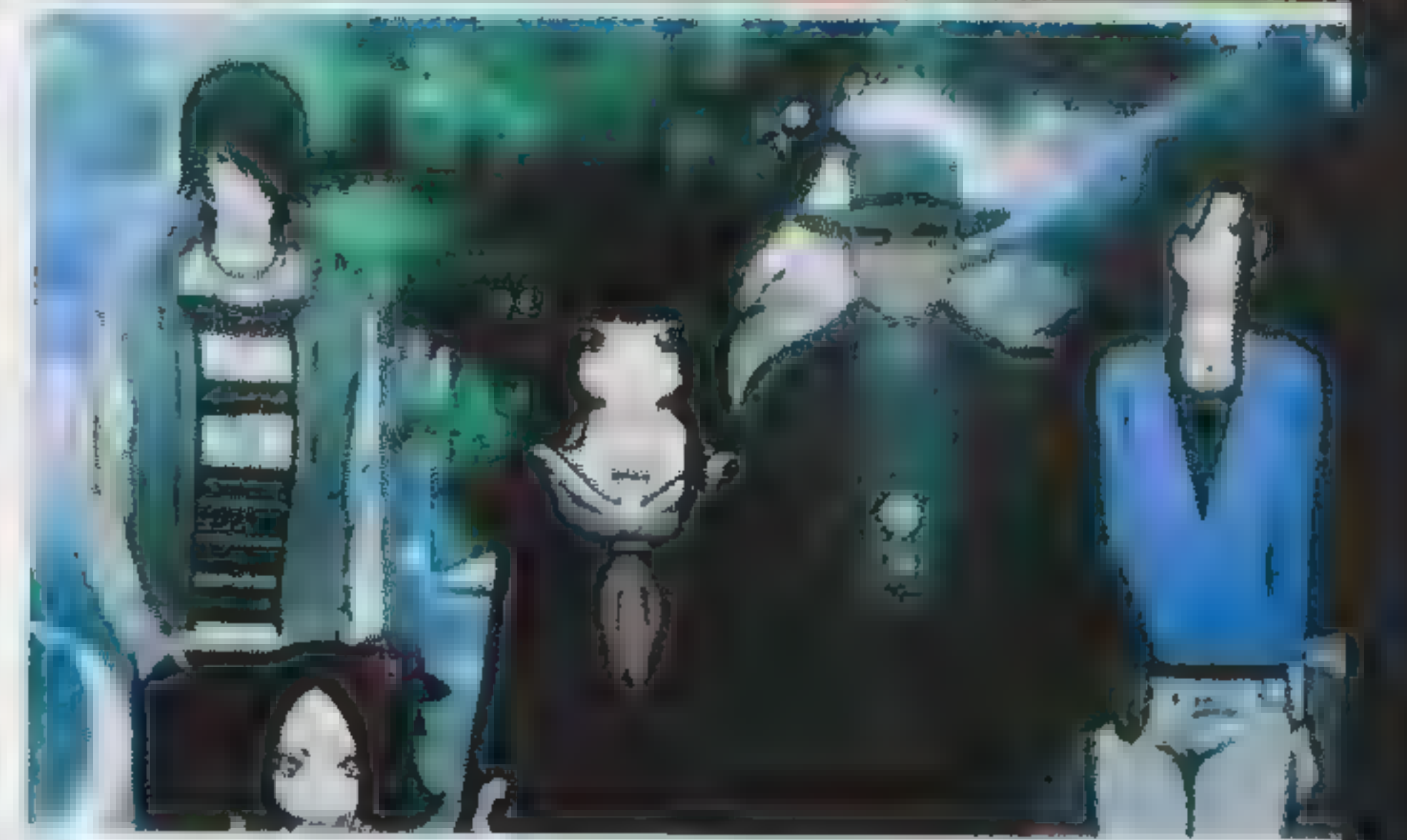
If this quote doesn't ring a bell, then it might be time to get to know the girl who said it. Three seasons in and another one coming out, the animé adaptation of Hell Girl Jigoku Shoujo is back and with more grievances to send to hell. With **Ai Enma** repossessing her position as Hell Girl, she is set to work through Hell Correspondence, a site that appears only at midnight and is used to banish someone to hell at the price of the client's soul to be reserved for hell after death. However, beyond that duty is another that means she must uncover the past of a young girl that she meets.

Premiering in July, the fourth season entitled **Jigoku Shoujo: Yoi no Togi** or Hell Girl: Fourth Twilight is directed by Takahiro Omori, who previously directed the first season in 2005 and the second season (Hell Girl: Two Mirrors) in 2006. The third season (Hell Girl: Three Vessels), produced in 2008, was directed by the original concept creator: Hiroshi Watanabe. Also coming back in the team are Mariiko Oka for character design, Kenichi Kanemaki for series composition, and Yasuharu Takanashi for music. Similar to the three seasons, the production is made possible by Studio Deen.

With its last episode airing in 2009, many would have forgotten seeing Jigoku Shoujo, but after eight years filled with other adaptations, it's time to revisit Ai's world.

While there might be some confusion with the way that Ai tends to get her way around the rules set by the Lord of Hell, she does receive punishment for breaking them and setting some souls free in the past. It was then that the story got more interesting beyond the already bizarre requests to send people to hell. Certainly, the story is going for more mystery than the previous season's horror, but that doesn't mean we'll be expecting less of that.

Yoi no Togi is announced to have twelve episodes in total with six of those being taken from the other seasons. Though this is short of the past seasons' usual twenty-six, the producers have good reason to focus on Ai's discovery of Michiru's past.





IDOLS BY MONTH

by Ann

TSUKIUTA, THE ANIMATION

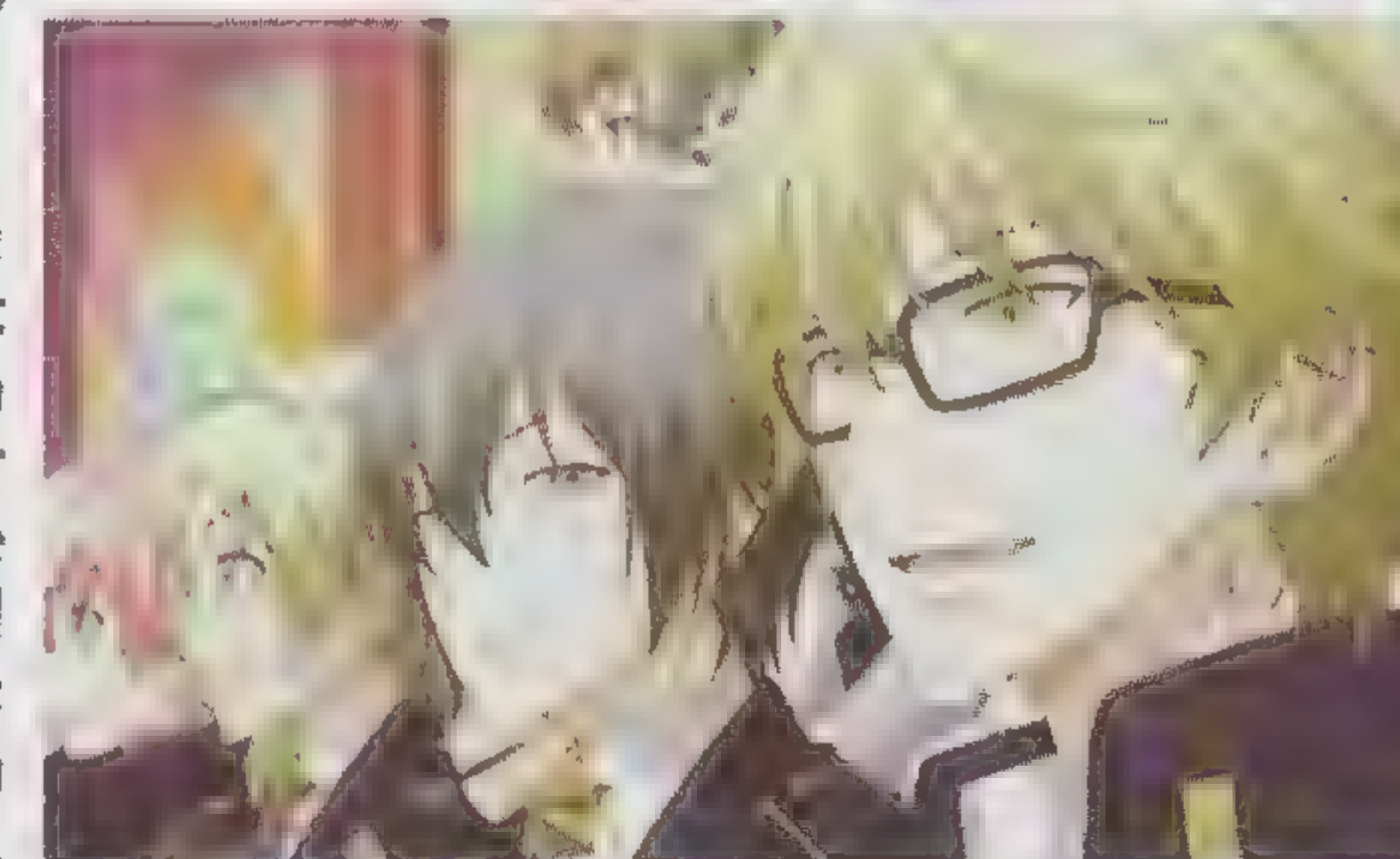
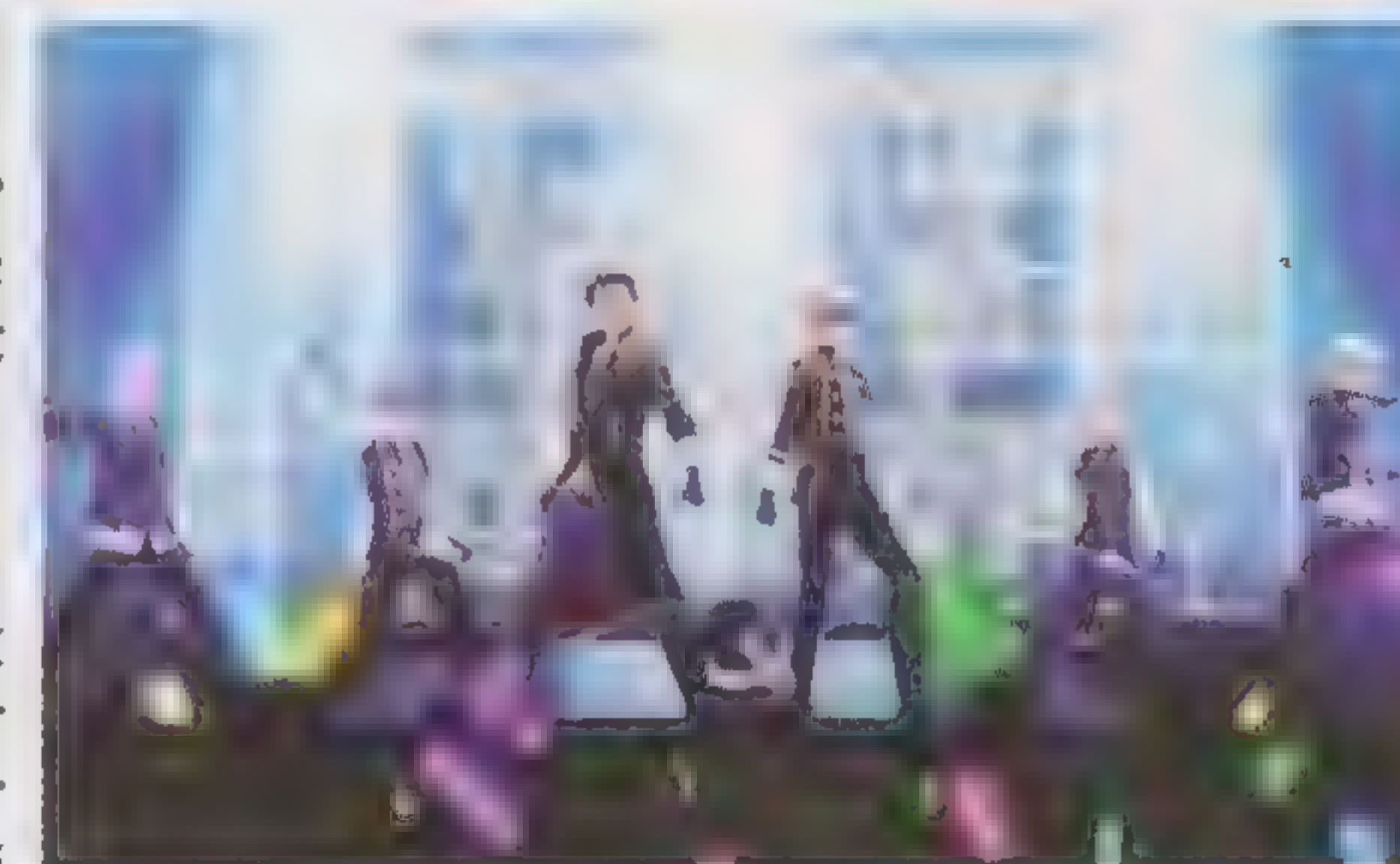
Idol groups are here left and right, and if you haven't picked up the "Idol is life" motto, you might want to start from Tsukiuta, The Animation. Twelve young and handsome men are on stage for their usual performances, but they have a bigger performance to make: life.

The slice of life anime adaptation of a drama CD series of anthropomorphic months, Six Gravity has Kakeru Shiwasu for December (voiced by Yuuki Kaji), Hajime Mutsuki for January (voiced by Kousuke Toriumi), Koi Kisaragi for February (voiced by Toshiki Masuda), Haru Yayoi for March (voiced by Tomoaki Maeno), Arata Uduki for April (voiced by Yoshimasa Hosoya), and Aoi Satsuki for May (voiced by KENN). On the other hand, Procellarum has Rui Minaduki for June (voiced by Shouta Aoi), Kai Fuduki for July (voiced by Wataru Hatano), You Haduki for August (voiced by Tetsuya Kakihara), Yoru Nagatsuki for September (voiced by Takashi Kondo), Iku Kannaduki for October (voiced by Kensho Ono), and Shun Shimotsuki for November (voiced by Ryohei Kimura).

From Fujiwara (MOVIC)'s creation comes a series directed by Itsuro Kawasaki, with a script written by Sayaka Harada and character design by Yukiko Ban from Jiku's original character design. Released this July, Tsukiuta will be featuring "GRAVITIC-LOVE" by Six Gravity and "LOLV -Lots of Love-" by Procellarum as its themes although different songs by each member will be heard in each of the 13 episodes.

The first episode begins with the naming of the members. Of course if you're going to be watching twelve guys on the screen, it would be quite difficult to remember them all at once. Thus, the members are introduced one by one, including the existing pairing in Six Gravity. What's refreshing to see in the first episode is a boy who's not a fan of the group who gets to know some of its members more up close, but he only learns who they are after seeing them in an event. It's easy to get hooked to know more, which is why we'll be expecting a lot of character development for each member to be memorable rather than just a pretty face.

Get into the "Idol is lyf" mode and find out more about these pretty boys!





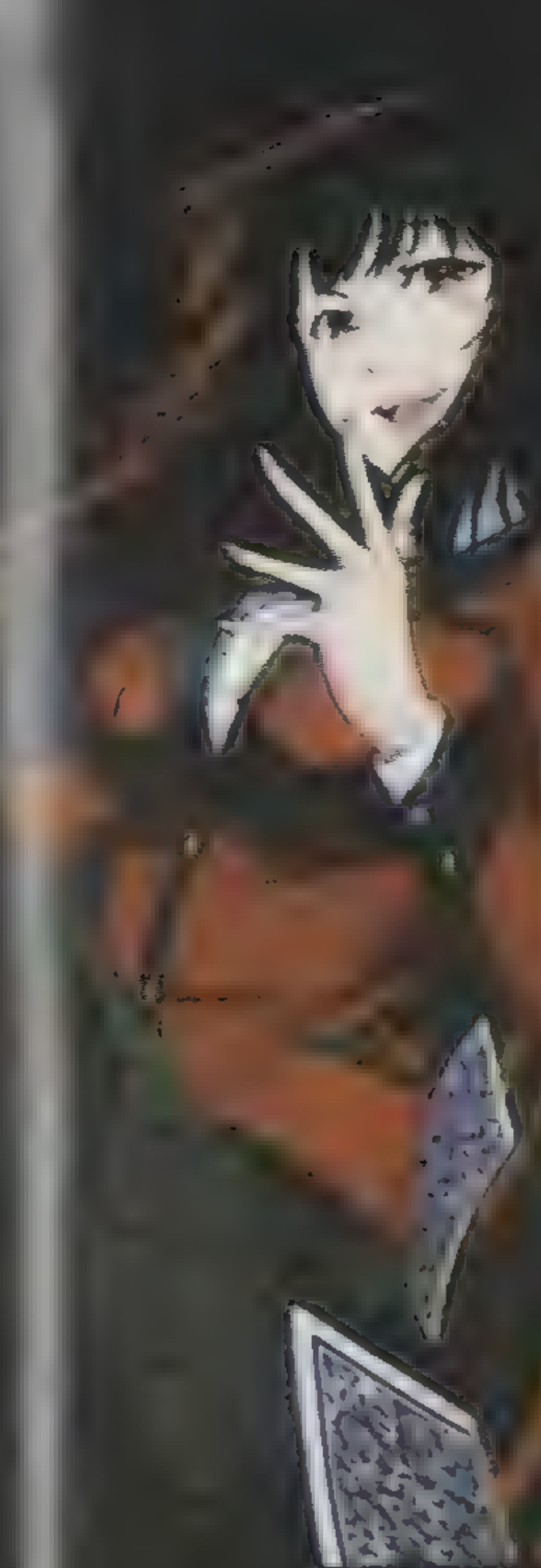
HOT ANIME

by Mikelle



Gambling is the act of wagering money or at least something of equal value using a certain event with an uncertain outcome. It is considered illegal in some countries while treated as an official sport in others. It is a zero-sum game where some people put their lives on the line. A game where you either win or you lose, and the best part of gambling is that the winner takes it all!

KAKEGURUI



Set in Hyakkaou Private Academy where the student body is composed of privileged and elite youths. Some being future leaders and heirs to prominent corporations. It may seem like a place of top notch academic nurturing but little does the outside world know that it is actually a place driven by madness. A student's rank are determined by their strength in gambling and the one who holds the most money rules the campus. A beautiful yet mysterious transfer student suddenly starts to disrupt this said hierarchy as she displays the skill of a true high roller.

Kakegurui is a gambling anime series produced by studio MAPPA which premiered during the Summer 2017 anime lineup. The show is adapted from Kawamoto Homura's manga series entitled *Kakegurui -Compulsive Gambler*. The manga is published monthly in Square Enix's *Gangan Joker* with a couple of spin-offs featuring different characters from the main series. *Kakegurui*'s opening theme is *Deal with the Devil* performed by Tia while the ending theme *LAYon-theLINE* is performed by D-Selections, and both theme songs are composed by TECHNOBOYS PULCRAFT GREEN-FUND.

Unlike most gambling series that boast with unbeatable male characters, *Kakegurui* deviates from the norm and reveals how fierce yet beautiful female gamblers can be. Absolute dominance won through high stakes. *Kakegurui* is definitely one of the recommended show for this season that would surely ignite your gambling soul.



YUMÉKO JABAMI

Yumeko is the new transfer student who is driven by the thrill of gambling which started to stir a storm within the academy.



MARY SAOTOME

Mary is Yumeko's first opponent when she entered the academy and was beaten in her own game by the transfer student. She later becomes Yumeko's ally.



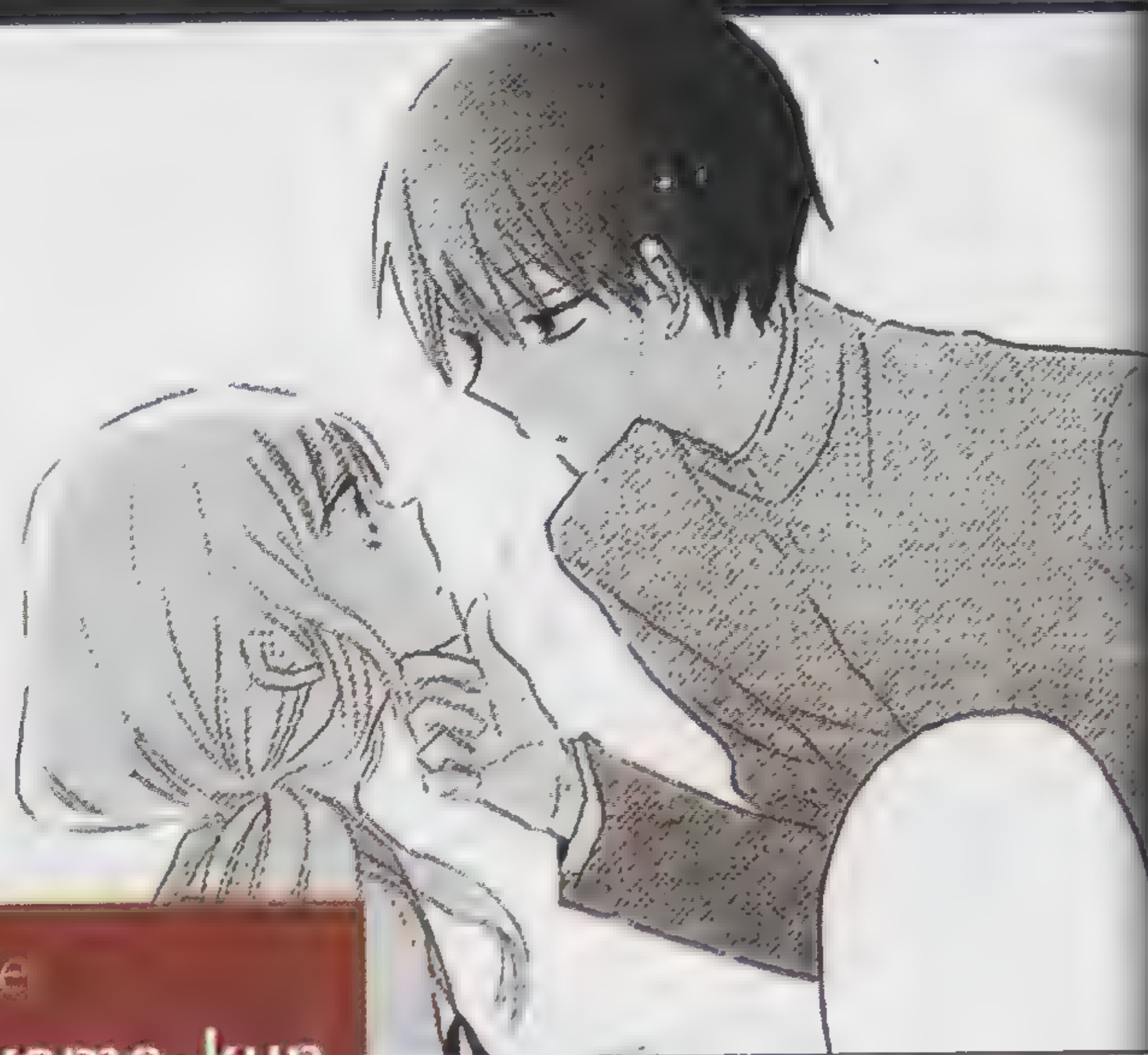
RYOTA SUZUI

Ryota became Yumeko's first friend and ally. He had a massive debt to which Yumeko paid off as a sign of their friendship.



MANGA

by lizac 3.0



When a Vampire Falls in Love

Hokenshitsu no Kageyama-kun

Having admirers is normal, but if it is a vampire who has a crush on you? It is definitely out of this world. Imagine the shock of seventeen-year-old high school student Hiyori when she gets confessed to by an underclassman, and a self-proclaimed vampire!

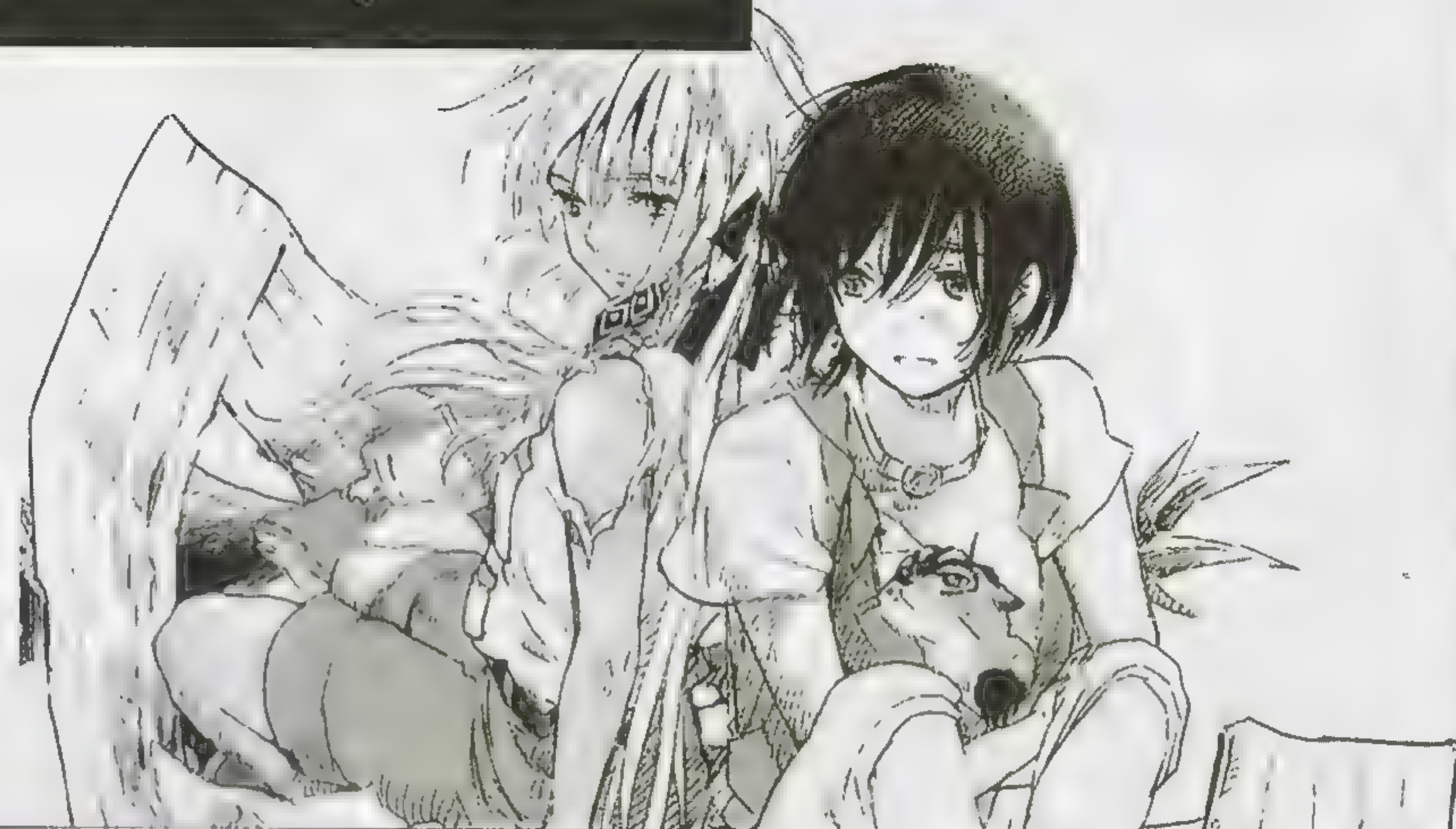
Hiyori Kanade has never caught a cold her whole life. When she goes to the infirmary for perhaps the first time ever because of an injury, there she meets a mysterious male schoolmate. He introduces himself as **Kageyama**, a transfer student. He tells Hiyori that he instantly fell in love with her because of her small built and healthy red blood cells, and asks her to be his food. It turns out that Kageyama is a modern-day vampire trying to blend in with people. Hiyori always tries to get away from Kageyama because of this confession, but the young vampire has saved her a couple of times from trouble. Somehow, she eventually gets to have a soft spot for him.

Hokenshitsu no Kageyama-kun is an on-going romance shoujo manga written and illustrated by **Amano Shinobu** in January 2017, published by Hakusensha and serialized in LaLa magazine. It is a refreshing story about a normal high school student and a young vampire trying to fit in to the human society. It is endearing how Kageyama is being respectful of "his food" and asking for Hiyori's consent to drink her blood. Meanwhile, Hiyori is a kind and forgiving heroine whom any guy would fall in love with. As expected of Amano Shinobu, the art highlights on the cuteness, as seen on the characters' pretty and handsome faces.

Fall in love while reading **Hokenshitsu no Kageyama-kun** as Hiyori and Kageyama go on a journey through high school together despite their differences.



Kujira no Kora wa Sajou ni Utau

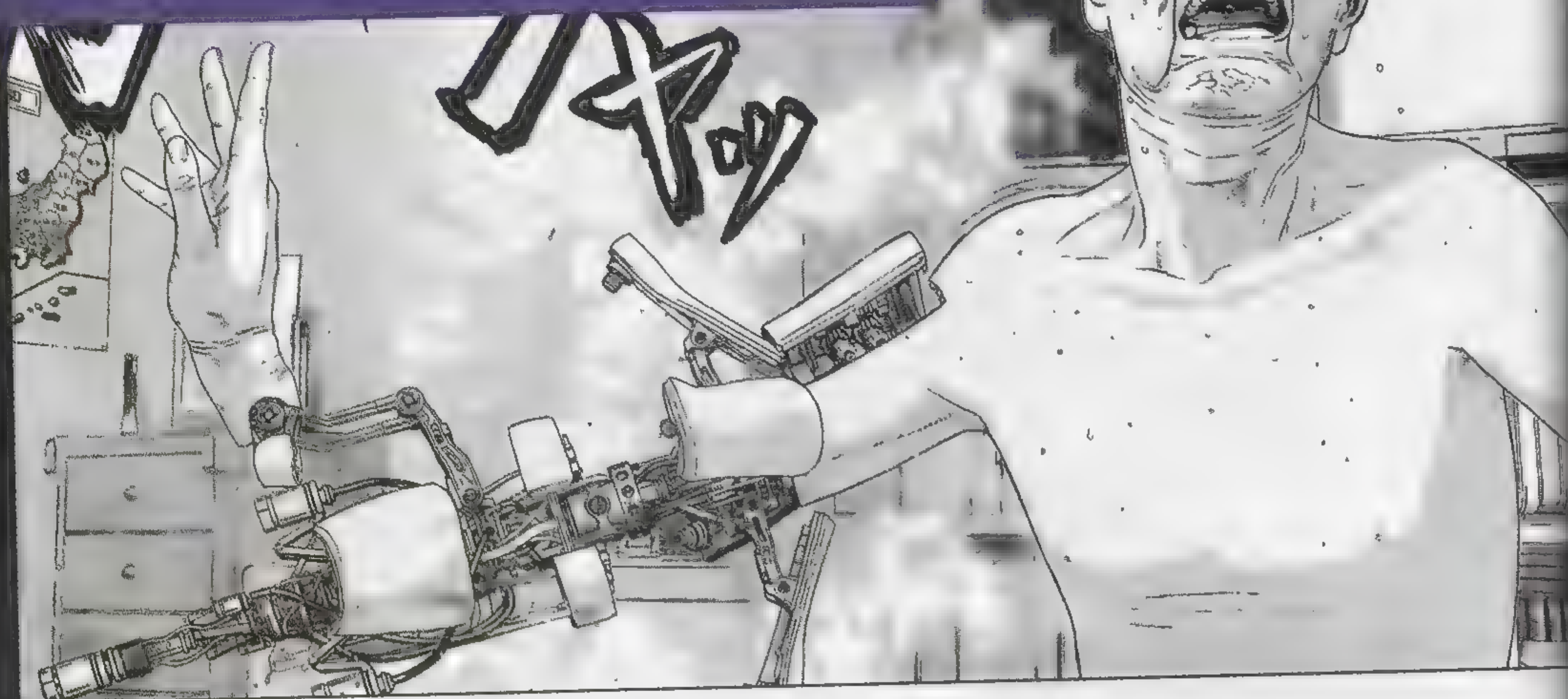


Ninety percent of the residents of the utopian island **Mud Whale** have short life spans because of a power called *saimia* which drains the user's energy. For fourteen-year-old archivist **Chakuro**, a short life is a blessing. He considers documenting key moments in their life in the Mud Whale as serious work. Because of the mystery surrounding their island, residents have many questions left unanswered. However, he is determined to solve these for the future generations through his curiosity. When he meets another human girl from another island in an expedition, his view of the world is reconfirmed. They are not alone.

Kujira no Kora wa Sajou ni Utau or **Children of the Whales** is an on-going fantasy shoujo manga written and illustrated by **Umeda Abi** in 2013 and published by Akita Shoten. It is serialized in the magazine *Mystery Bonita* and licensed to be published in English by Viz. You will first notice that the characters and setting are meticulously drawn, something that suits this type of story. Meanwhile, the plot takes place in a completely different universe. Some of the terms are complicated and are apparently made up, showing the creativity of the manga artist. Directed to demographic shoujo despite the heavy plot, it is indeed a refreshing take on this genre. The main character meeting a mysterious girl who is wary of everyone she meets is a common trope, but it is pulled off quite interestingly in this manga.

Join **Chakuro** as he narrates the story of Mud Whale's people, and unveil each mystery they encounter along the way.

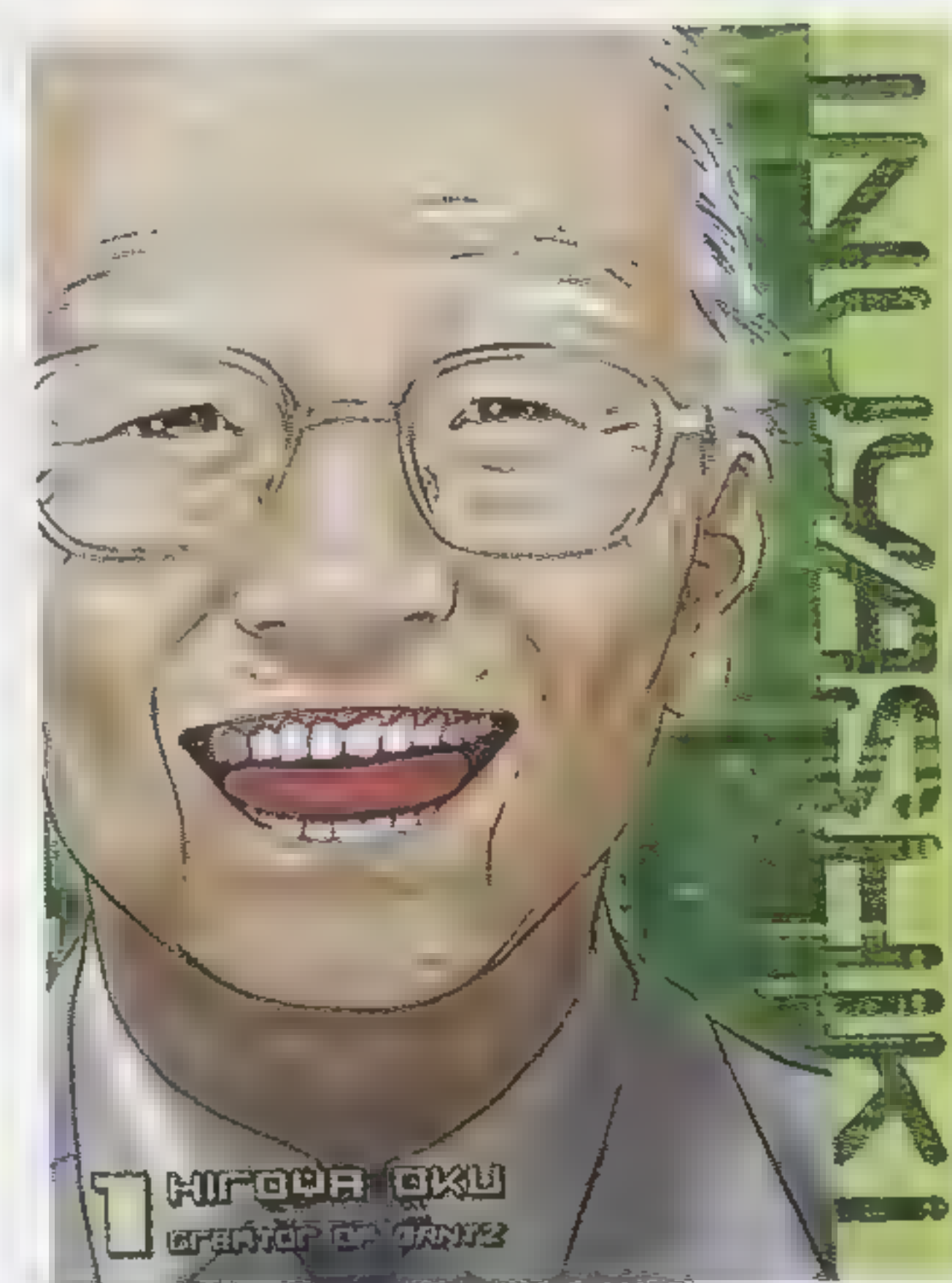
A Strange Second Chance to Life Inuyashiki



For 58-year-old **Inuyashiki Ichiro**, there is no one else left to live for except his dog **Hanako**. His wife remains apathetic to him, while his children are always ashamed to be seen with him. Now he discovers that he only has three months to live because of stomach cancer. As his life goes downhill, everything changes one evening when he gets caught up in a mysterious explosion caused by an extraterrestrial object. He dies, but his body is reassembled into a machine. Although his memories remain, his body now holds extraordinary powers. He decides to use his powers to help people in need. However, on that fateful night, teenager **Shishigami Hiro** was also with him. The same thing happens to the young man, but the powers he acquired are being used to cause havoc.

Inuyashiki is a seinen sci-fi manga written and illustrated by **Hiroya Oku** in 2014. Under the publisher Kodansha and the magazine Evening, **Inuyashiki** consists of ten volumes, the tenth of which would have been released this year and contains the ending of the manga. The story is compelling and hard to put down. Its plot is not entirely unique, but the successful combination of drama, action, mystery and sci-fi genres make **Inuyashiki** interesting. Manga artist Hiroya Oku is well-known for intricate art detail and realistic drawings of his characters' appearances. It is an effective way to show the contrast between **Inuyashiki** and **Shishigami**, as two people having different values in life.

Inuyashiki is a manga that depicts the good and the evil, and this element is impeccably represented in this masterpiece.



To the Top! Yama no Susume



The feeling of being on top of the mountain and seeing the wonderful view from above is something only mountain climbing enthusiasts can enjoy. Childhood friends **Aoi** and **Hinata** were fascinated by the view when they climbed a mountain once, so they made a promise to climb again someday. It is something that **Hinata** has always looked forward to, but it turns out differently for **Aoi**. Ever since she fell from the jungle gym, she became afraid of heights. The promise is now impossible for her to fulfill. Now that **Hinata** is back in town as they both enter high school, **Hinata** is determined to make **Aoi** face her fears and climb once again.

Yama no Susume, also known as **Encouragement of the Climb**, is an on-going slice-of-life shounen manga written and illustrated by **Shiro** and published by Earth Star Entertainment in 2011. There are currently thirteen volumes serialized in the magazine Comic Earth Star. Despite the lighthearted plot and cute characters, it targets shounen manga readers because of its focus on the coming of age of the main character. **Aoi**, who has grown to fear a hobby she used to love, will have to start from scratch with the help of her friend **Hinata**. With this, maturity also comes to play.

Mountain climbing is a hobby meant to be shared with other people. Like **Aoi**, she does not have to be alone in the climb of life. **Hinata** and her other friends will be there for support.



Pop Team Epic

Pop Team Epic or **Poptepipic** is a 4-koma comedy manga series by doujin author Okawa Bkub, known for his Touhou doujins. The manga series debuted in 2014 on the online magazine Manga Life Win which later gained popularity after a fan translated version was released for the general public.

The story follows the absurd yet fun misadventures of high schoolers **Popuko** and **Popimi**, the two recurring main characters of the series with one of them being the aggressive type while the other is a somewhat passive character.

The manga features mixtures of anime, manga, games and many other related topics as reference for each strip which sometimes targets the industry or used as a heavy joke with a parody. Before showing up in various manga streaming sites, the series was first translated and uploaded in a Tumblr account and later migrated to danbooru. Some of the most popular panels of the manga have also been popularized and are being used as memes or as reaction images on several sites like 4chan and social medias. An upcoming anime adaptation had been announced a few months back and is expected to release on October 2017.

Pop Team Epic is not-your-everyday comedy manga and is definitely more suited to be read by meta fans but it wouldn't hurt to try picking up the series and be absorbed by this straightforward yet epic one-of-a-kind series.



Hachimitsu ni Hatsukoi



Hachimitsu ni Hatsukoi is a shoujo romance slice of life manga by **Minase Ai** and is serialized on Shogakukan's Shoujo magazine. The series has been completed with a total of 12 volumes that run from November 2012 to August 2015.

Natsuki and **Koharu** are neighbors and childhood friends who've been almost inseparable to the point that most people around them believe that they are a couple. Without really giving a care about what other's thinks, the duo continued on with their daily lives until they entered high school where their feelings towards each other will be put to test.

The series features a love story about two childhood friends until another character enters the fray and turns into a love triangle. It mostly revolves around the struggle of the female heroine who've been doing her best to win her childhood friend's affection, except the said childhood friend started developing feelings for another girl.

The series has a good pacing and actually dwell less on drama and more on the positive traits of romance. To love is definitely free but to be loved is a different story. **Hachimitsu ni Hatsukoi** is will definitely serve as a good read and reference for teens and young adults who are currently indulged in the maelstrom of love.



GAMER'S ARENA

by Mikelle



KING OF TOKYO

King of Tokyo is a dice rolling card game played by multiple players where you can play monsters, robots and aliens bent on eliminating each other and spread destruction in order to be the King of Tokyo. The game is inspired by Japan's fascination with giant monsters wreaking havoc in the middle of a city.

This tabletop game is designed by Richard Garfield and was first released in 2011 while the newest version of the game was just released in 2016 with brand new characters, artworks and giant monsters to choose from. In 2014, an American city-based edition was released and is called King of New York. Since King of Tokyo was first released, several variants and expansions packs had also been introduced in order to put more twist and style into the game.

Players take turns and roll the dice which would provide players with the opportunity to win points, gain energy, restore health or attack your opponents. The game follows a King of the Hill objective where you can achieve victory by either accumulating a total of 20 points or by becoming the last monster standing.

King of Tokyo's essence is the fulfilment of our childhood dreams which includes acting as a giant monster that displays wanton destruction and just wants to flatten everything in its path.

MAGIC THE GATHERING



Magic is considered as the grandfather of CCG or collectible card games. Traditional one versus one duel mechanics, card collecting and deck building; most can be traced back to Magic the Gathering. This classic card game is the biggest and most popular creation of Richard Garfield. Magic was first published in 1993 by Wizards of the Coast with an enormous set of expansions which now numbers more than 17,000 different cards to collect.

Players take on the role of a planewalker, wizards that employs creatures; cast spells and collects artifacts in order to defeat other planewalkers. Magic's objectives are to collect cards, build a powerful deck based on those cards you've collected and duel other opponents in order to prove thy might. When dueling, the main goal of the game is to either reduce your opponent's life to zero or meet other winning conditions like making your opponent deplete all the cards from his deck pile.

Magic cards are divided into 5 different colors with each having strengths and weaknesses depending on the style they represent. Red is the color of passion and fury, Blue is for knowledge and trickery, Green is the color of nature and life, White is for order and equality, and Black represents death and corruption. Most players build decks that most suit their playing style and endeavors to master their craft. Cards are also categorized into common, uncommon, rare and mythic rare which makes collecting more thrilling and fun.



Most if not all had surely played, seen or must've at least heard of Magic the Gathering. With the hype still raging on among various duelist, hobbyist and other enthusiasts; it is never too late to pick up this CCG since its growth shows no sign of stopping and would surely remain as the staple of CCG for years to come.

gamecon.PH 2017

INDIE GAME HAVEN

by Reikisha

Annual gaming conventions like ESGS and PGF are undeniable proof that the Philippines has a solid gaming community. However, the target demographic of these events are online gamers with extensive knowledge of the AAA games released for the current generation of video game consoles. While it's true that there were indie games available for the curious congoer to try out, the amount of people who actually lined up for these games will give anyone the impression that they're not as interesting as the ones we usually play.

Speaking of which, a new gaming convention called GameCon PH 2017 was recently held at SM Megamall's Megatrade Hall 5 with the intention of introducing people to:

INDIE, TABLETOP AND TRADING CARD GAMES

Now, if you are also under the impression that indie games are "meh", then perhaps these short reviews for the following games might change the way you see indie games in general?

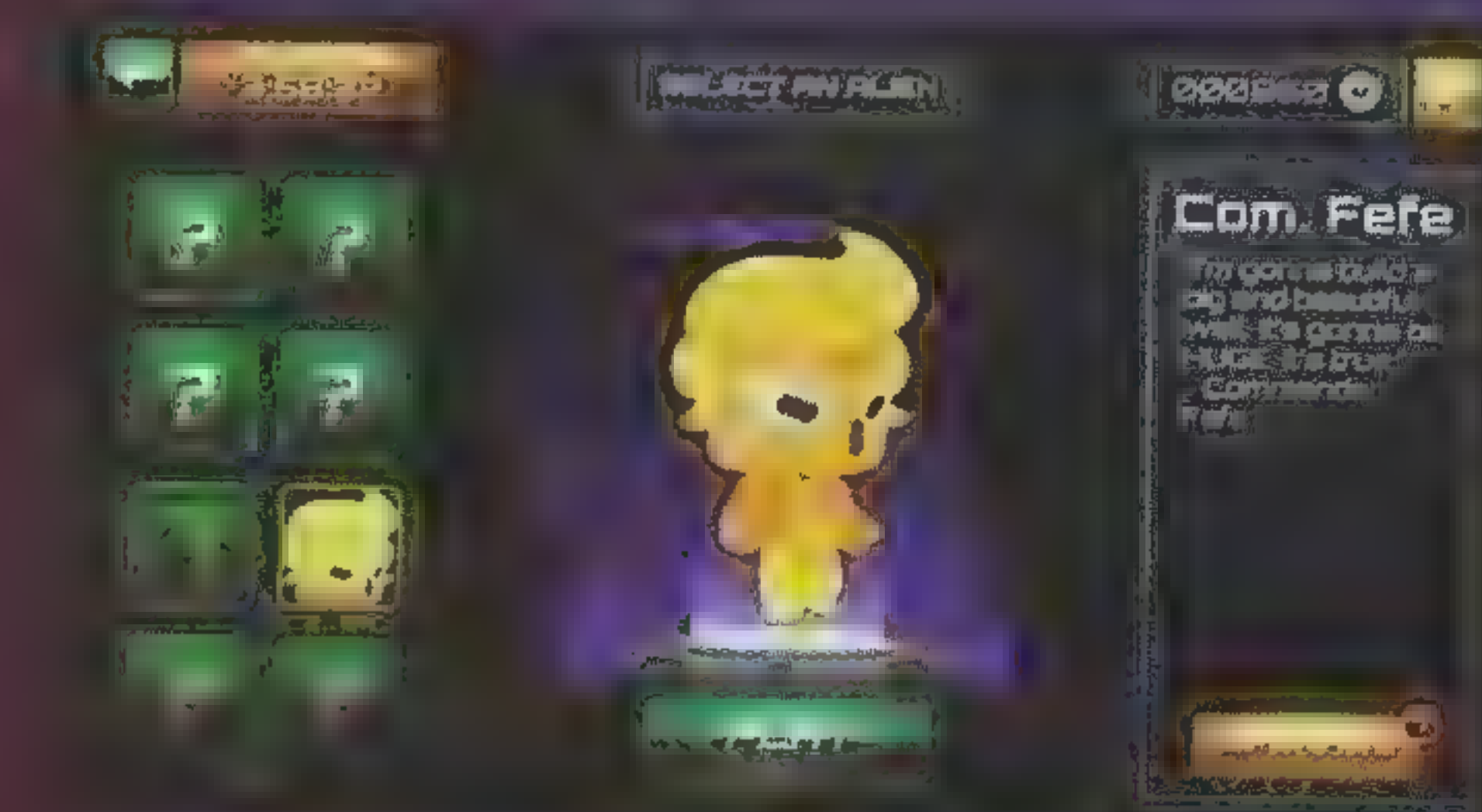
AGENT ALIENS



Agent Aliens is a freemium side-scrolling platformer developed by Indigo Gaming for the Android and iOS phone devices. The player takes the role of an alien who must jump and shoot its way through various mini-stages and rescue captive aliens along the way. As of this writing, there are 8 playable aliens with unique abilities to choose from. The game also allows the player to upgrade the stats of their favorite alien to fit their playstyle. Aside from the game's story mode, the player can also try out three new game modes upon beating the first few stages of the main story: Endless, Survival, and Boss Rush.

Agent Aliens is a fun mobile platformer game that you can play for hours. However, there are a few issues that may ruin the experience for you. For example: depending on the mobile device you're playing at, the game's controls can be either solid or unresponsive. This is a serious problem that should not exist in a game that requires the player to make precise jumps.

Another grievance about Agent Aliens are the unskippable ads that you have to watch before claiming the free roulette spin and the multiplier bonuses. It's understandable that the developers need those ads to earn money, but it would be appreciated if the player can close the ad after at least 3 to 5 seconds.



GARRISON: ARCHANGEL



Garrison: Archangel is an upcoming mecha fighting game that's also developed by Indigo Gaming for the PC. Players can either build a mech from scratch or choose from the set of premade mechs and play with up to four people through the game's local multiplayer. Players also have the option to fight against an A.I. opponent if they want test the capabilities of their personalized mechs.

This game combines the fast-paced action gameplay of the Gundam VS series and the unrestricted mech customization system from the Armored Core series. On the latest alpha build that Indigo Gaming showcased last GameCon, the only critical problem that they must fix in the future build is the sudden frame rate drop when the game is played for more than 30 minutes.

The devs are continuously improving their alpha build by making balance changes and adding new content every now and then. They are also open to the idea of supporting player-made custom skins and external BGMs to add more spice to the game.



NIGHTBEAR

Nightbear is a first-person shooting game created by iAcademy's game development team using the Unity game engine. The player assumes the role of a bipedal bear armed with a bazooka and their mission is to eliminate the invading shadow creatures scattered around the map. This game encourages you to collect the smaller shadow creatures in order to be used as the bazooka's recyclable ammo.

Nightbear plays exactly like a typical FPS game, albeit a slow-paced one. The gameplay is alright, but the lack of features that support the core mechanics makes the game extremely bland. Combat in this game is slightly ruined by the bazooka's inconsistent hitscan even when fighting against large shadow creatures. And lastly, the demo build's first stage was too easy. At best, Nightbear can pass as a stress-free game since it doesn't require much thought from the player.

ILL-OMENED

Another Unity-based game developed by iAcademy's game development team. Ill-Omened is heavily inspired by FromSoftware's Dark Souls series, but with the addition of active skills mapped on A, B, X, and Y buttons of the gamepad. Players may choose between the warrior and the mage before starting their adventure. Just like Dark Souls, Ill-Omened is an exploration game that encourages the player to proceed with caution and learn from past mistakes.

Frankly, Ill-Omened is the exact opposite of Nightbear. It's nowhere near as hard as the original Souls games, but the demo build's unpolished visual design and clunkier controls made it a bit challenging for the players to beat. Even more so if they're unfamiliar with Dark Souls. However, the game in its current state is just a Dark Souls clone with lots of unfinished assets. That doesn't mean that there's no hope for improvement for this game though.

And there you have it, folks! Hopefully, this article will convince you to try out a few indie game titles in the future. Always remember that the quality of a video game isn't measured by its development costs. You'll be surprised when you find yourself enjoying a shooting game developed by a single person rather than the latest installment of Call of Duty.

Special thanks to Indigo Entertainment and iAcademy's IGDA for giving me the opportunity to try out their games for review purposes. For those who are interested in their projects, simply hit the like button on their Facebook pages~

Indigo Entertainment: [f /indigo.entertainment](https://www.facebook.com/indigo.entertainment)

IGDA iAcademy: [f /IGDA.iACADEMY](https://www.facebook.com/IGDA.iACADEMY)



BITZ

Kita Kita

キタ キタ

(I See You)



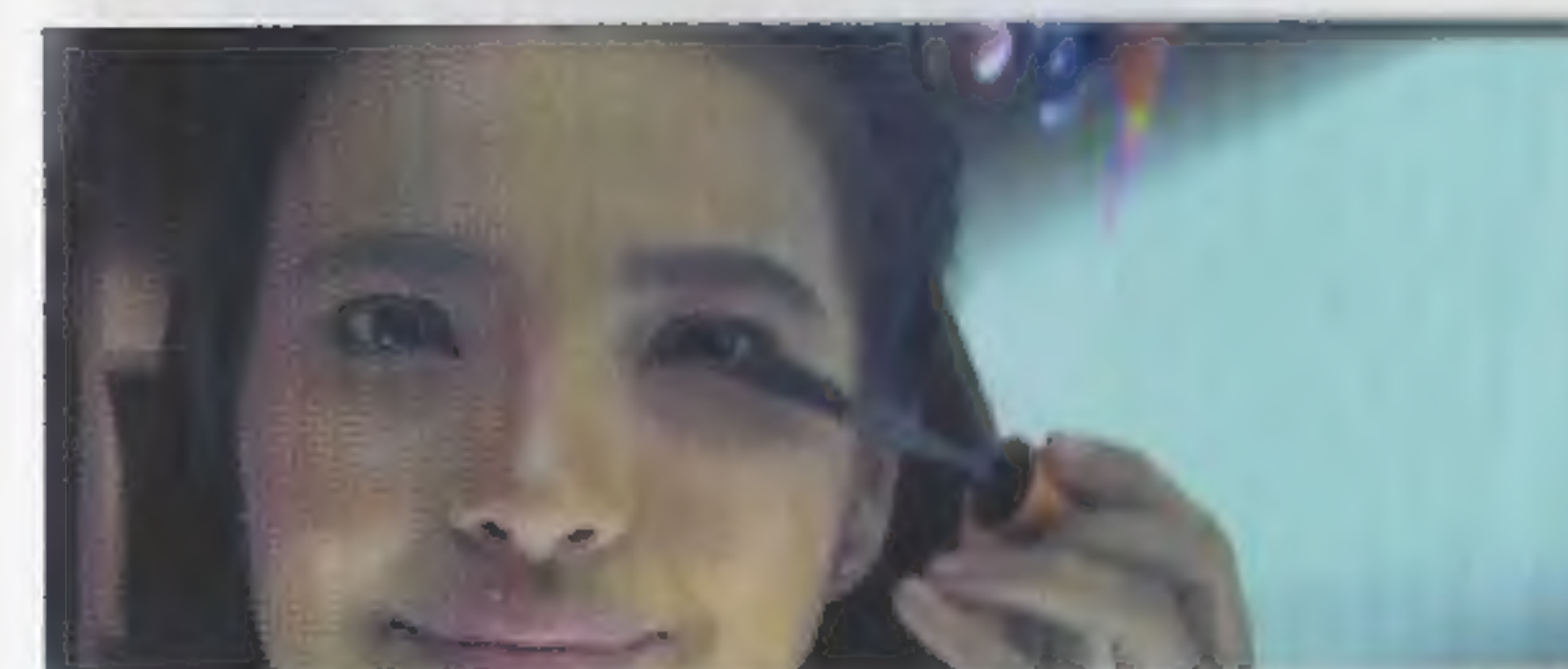
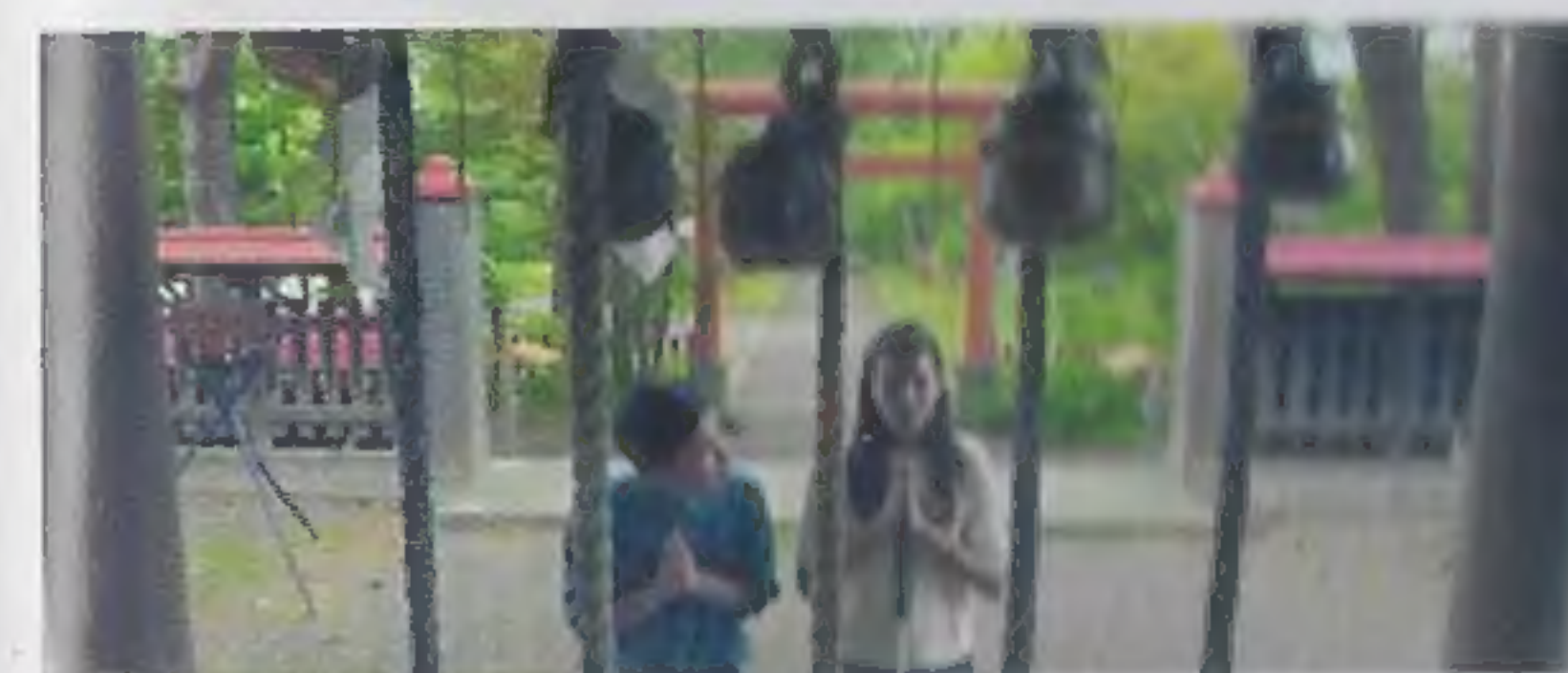
Find Love When the Lights Go Out

article by: Ann

Count from one to ten. As you count, let scenes from your past rush through your head and try to remember what made those moments count. Count and breathe. The moment after ten is your next move, and this moment can be another you'll recall in the future. Should it be a moment that you want to always look back to or will it be a moment you'll only regret?

Love-not-at-first-sight arrives at Lea's door in Sapporo, Japan after she is diagnosed with hysterical blindness, a condition caused by extreme stress that could be temporary or permanent. Her trauma came from witnessing her fiancé cheating on her, and calm as she tried to be, her life and her vision falls apart. Her Filipino neighbor, Tonyo, calls to her every day to be friends with her, but she ignores him, trying to save herself from any more pain. Through his persistence, good food and humor, she agrees to get back on her tourist guide role and takes him to great places in Hokkaido. The little surprises in her life let her find love beyond what the eyes can see.

Starring the new love team: Alempoy, Alessandra de Rossi and Empoy Marquez, *Kita Kita* was released nationwide on July 19 through the production of Spring Films. It's written and directed by Sigrid Andrea Bernardo, who previously had the projects, *Ang Huling Chacha ni Anita* and *Lorna*. The film took part in the Osaka Film Festival held in March along with two other Filipino entries: Jerrold Tarog's *Bliss*, and Borgy Torre's *Tisay*.



As soon as the film begins, the background of classical piano and strings immediately hooks the audience to the eyes of Lea, and when it shifts to its theme song "Two Less Lonely People in the World" as covered by KZ Tandingan, every now and then, all the music blends in perfectly to depict the slice-of-life feel, the kilig, and the drama. Add that to the breathtaking scenery in Japan justified by the cinematography and the use of English, Filipino, and Japanese of the actors, hinting just how much effort has been taken to make it as realistic as possible.

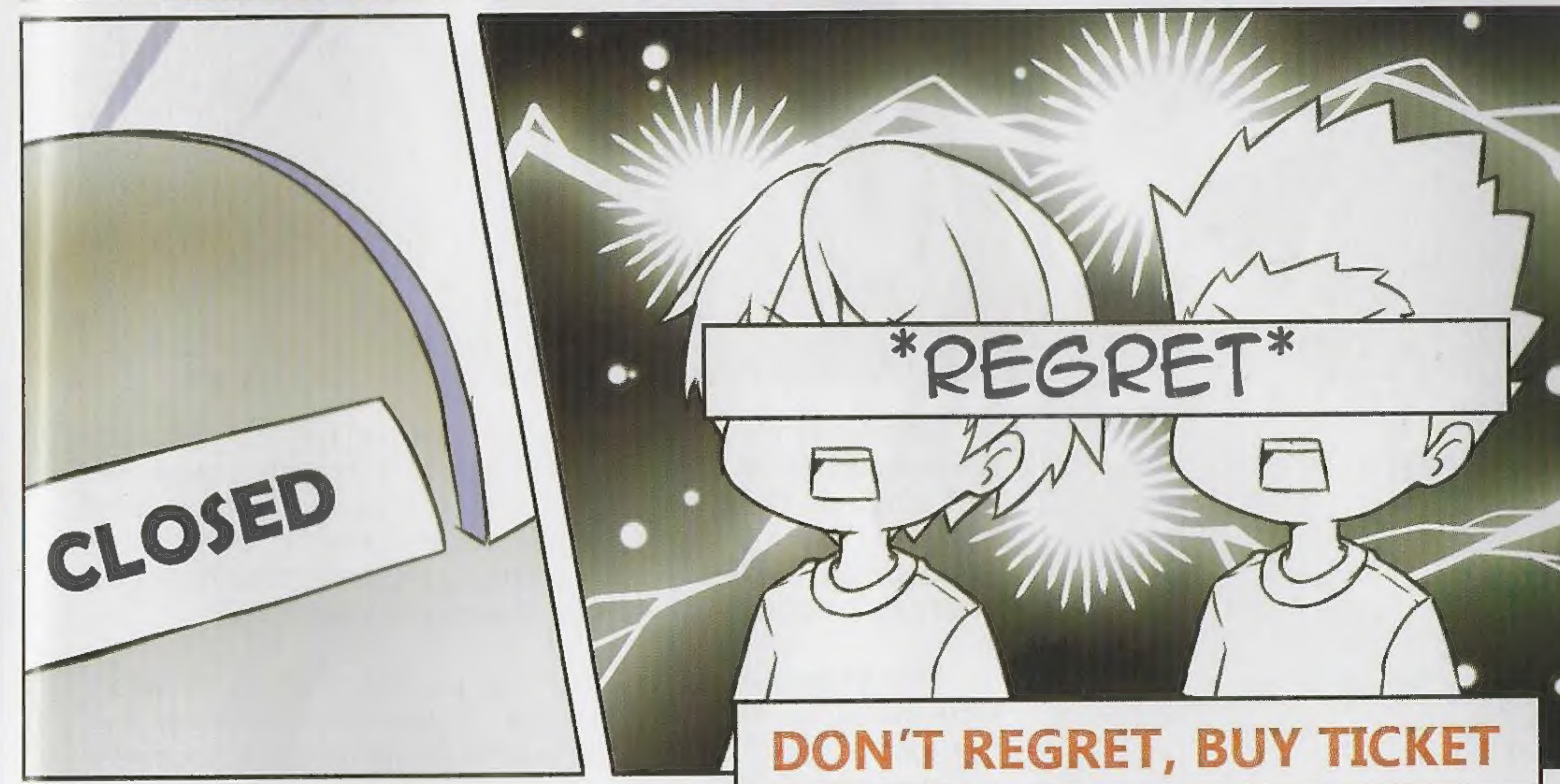
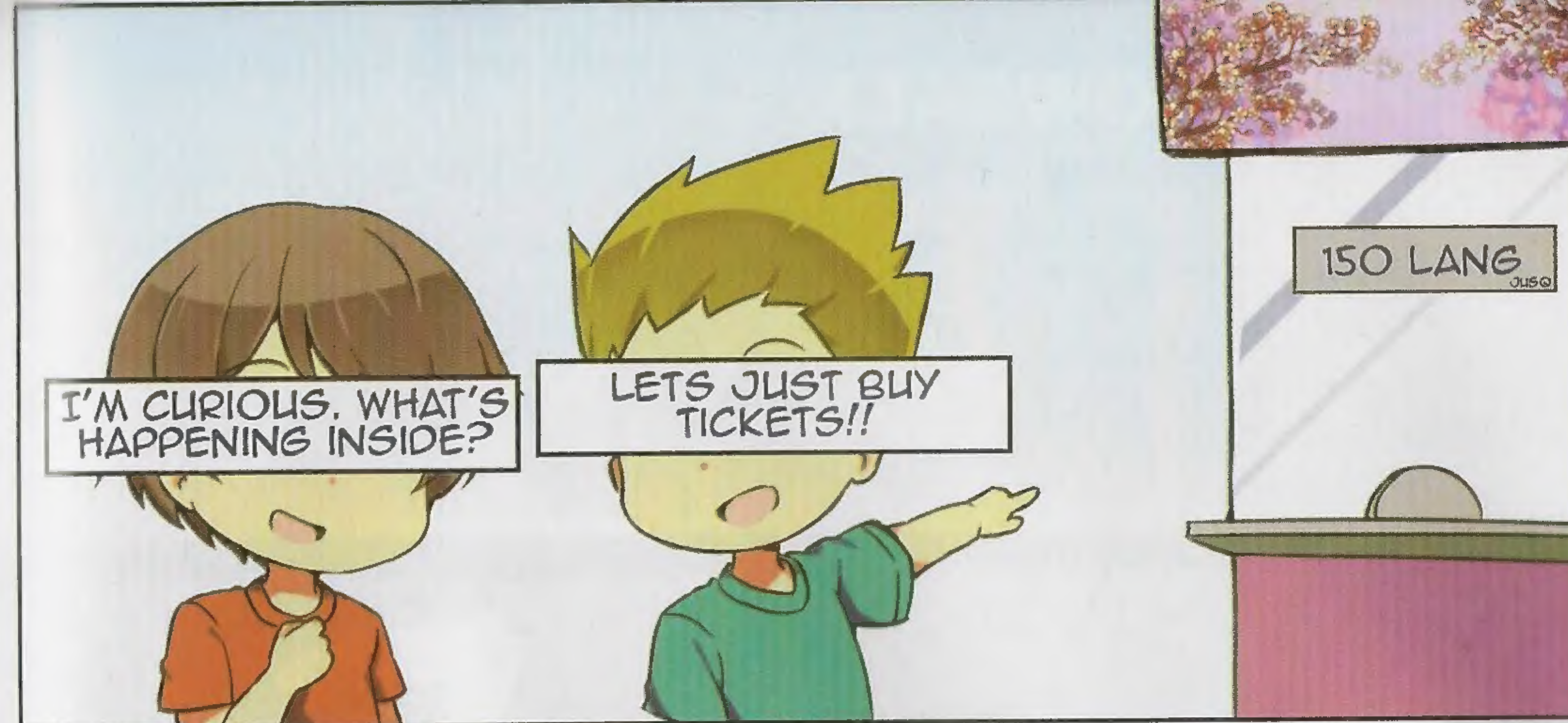
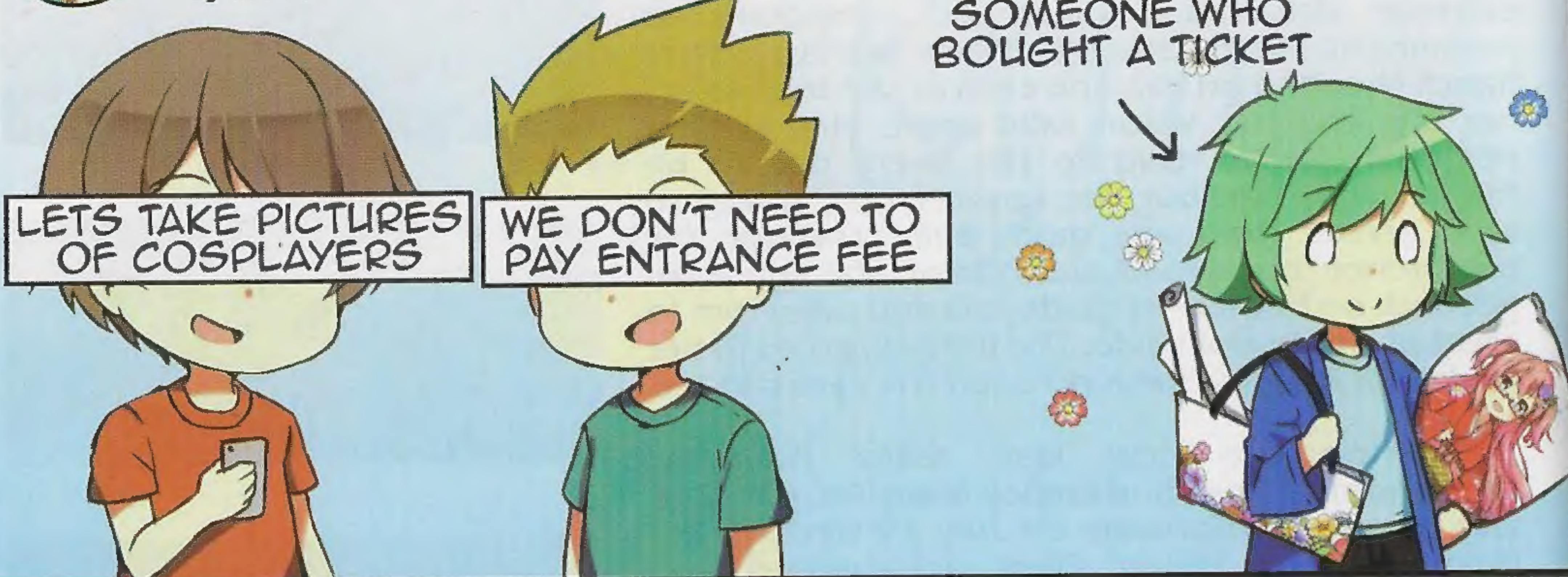
Moreover, *Kita Kita* has plenty—and we mean, plenty as in rich, as in there's a lot, there's tons—of funny scenes! From punch lines to the slow motion captures, everyone watching could almost roll on the floor laughing. Even though there's a 100% chance of laughter, there's also a great percentage of warmth, knowing it's closer to life, real in the journey of finding romance. In terms of storyline, it's packed with great substance about love and happiness, and it goes without saying that viewers hardly know what to expect from Tonyo in his pursuit of Lea's attention and love.

Beyond the humor, the lines of both Lea and Tonyo dig in deep in our hearts. It redefines love being blind in ways more than just a physical condition. So, how do you know you've fallen in love? Count from one to ten and see each moment pass by in such great detail. Don't let your eyes fool you.



O-KUN TALES

by xander



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#THROWBACK

article by: Yani



SAKURAI 7



Samurai 7's story revolves around the city named Kanna and was set in a futuristic era where a war has just ended. This place is being pursued by Nobuseri bandits. They are not your typical bandits; they were once samurais that were integrated with machines in order to become the ultimate weapon for war.

The elder of the village had no other choice but to hire samurais that will protect them and fight off the bandits. However, they don't have money for payment so they must find samurais that are willing to take the job in exchange for rice. They were able to gather several samurais that would help them and in addition, the samurais taught the villagers on how to fight and defend themselves. Will this be enough to defeat the Nobuseri bandits? Watch to find out!

Samurai 7 is a Japanese anime series that was based on the 1954 Akira Kurosawa film, Seven Samurai. The anime series was released in the year 2004 and was directed by Toshifumi Takizawa. It was written by Atsuhiro Tomioka and produced by Daisuke Ito and Kazuhiko Inomata under Studio Gonzo.

I believe that this anime is familiar to many of us. The story once touched the hearts of many and will surely touch yours if you haven't seen it yet. It's packed with chanbara, steampunk and adventure!



SPECIAL GUEST:
Knitemaya

YAOI EXPO 2018

Bayanihan Center, Metro Manila
March 17, 2018

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IKEMEN CAFE

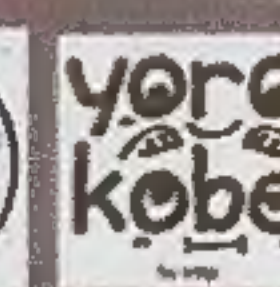
COSPLAY COMPETITION



ADAM SAMA

SEIKO YAMAZAKI

MIKURUKUN



R-18+

YAOI EXPO

YOSHINOYA



RAMEN TIME



W E D E L I V E R

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SM MANILA SM MALL OF ASIA SM MEGAMALL SM NORTH EDSA SM FAIRVIEW SM SOUTHMALL
SM SEASIDE CITY CEBU SM CITY CEBU GLORIETTA ROBINSONS GALLERIA VALERO MAKATI FAIRVIEW TERRACES